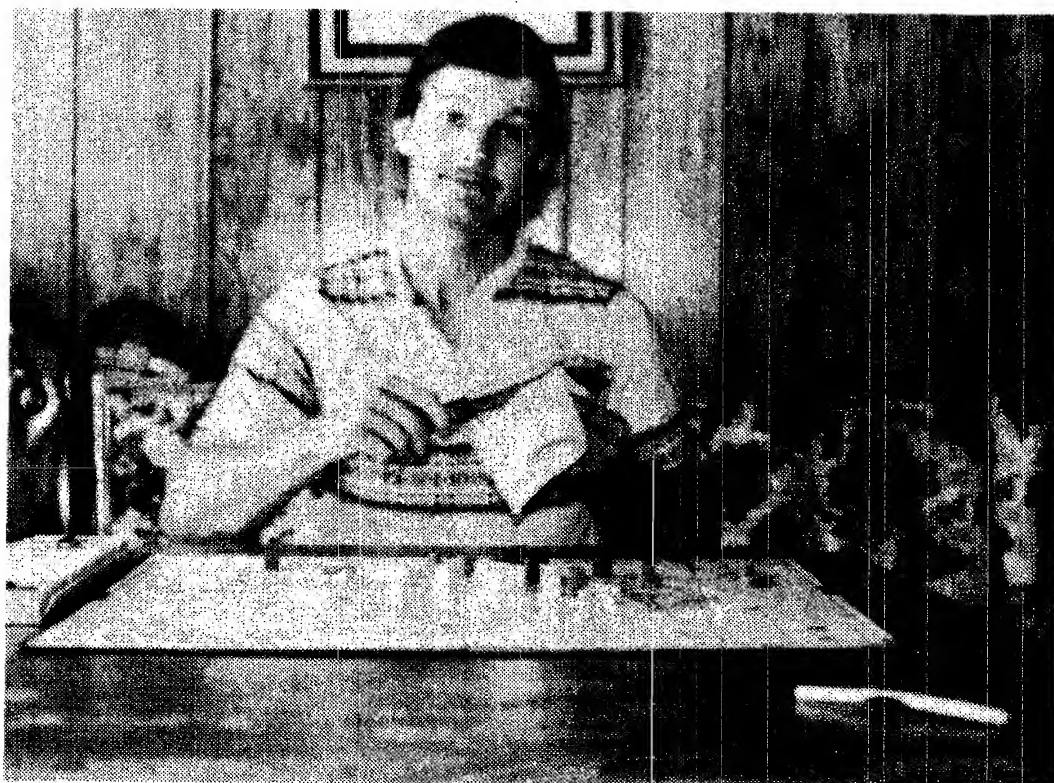


DIPLOMACY WORLD



Issue 26

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Don Ditter	

ON THE COVER: Don Ditter, winner of 1978IM, displays the form he used in winning the game.

A Fond Farewell

JERRY JONES

This is a funny hobby. Most postal players rarely get a chance to meet the people that they play against yet we all have feelings about each other that go deeper than just being a player of a game. None are more susceptible to being openly criticized than are publishers. You can count the number of publishers that are liked by all that they have come in contact with on one hand. So it is rare when you have a publisher that is not only liked and admired by his subscribers but is respected by his fellow publishers.

The hobby had such a person. I say had because after years of dedicated work and 124 issues under his belt Don Horton is folding down "Claw and Fang". Even in winding out his zine he is doing it in style, completing the games himself by "carbon copy".

I can't even begin to express what I feel about Don Horton. I have never met him but when I started publishing LDNS, I would not hesitate to talk to Don about a problem or an adjudication question. Don was the perennial "father figure" for the hobby.

"Claw and Fang" wasn't your typical Diplomacy zine either. I could never put a finger on what made it stand out in a

crowd, but it did. Whenever a novice to the hobby asked anyone which was a good zine to play in, you can bet that while many names may be mentioned, "C&F" would be at the top of the list. It was a great zine for a novice. It had articles on game play and diplomatic techniques that were far superior to any printed in any zines. "C&F" made strong use of the guest gamesmaster, which was the starting place for many of the superior GM's in the hobby today. If Diplomacy GM's ever had a farm system similar to baseball, it was "Claw & Fang". Another thing about "C&F" was that no one else even tried to copy its style. Most new zines that come out today have their "roots" based upon another popular zine but I never saw one that even resembled "Claw & Fang". And the reason is simple. What made "C&F" superior to other zines was Don himself. (I mean, how many other zines had recipes as a regular feature?)

It is a sad day in the hobby when we lose "C&F" and what makes it sad is that we also lose Don Horton. If they ever make an award for excellence in Diplomacy publishing, it would only be fitting to call it "The Don".

DIPLOMACY WORLD

DIPLOMACY WORLD is a quarterly magazine devoting itself to the game of Diplomacy*. Subscription rate is \$5.00 per year (four issues) in the U.S.A., \$6.00 elsewhere. DIPLOMACY WORLD may be sent by first class mail for an additional \$3.00. Address subscription orders and renewals to Jerry Jones, 1854 Wagner Street, Pasadena, CA 91107. Make checks payable to DIPLOMACY WORLD.

*"Diplomacy" is a registered trademark for a game invented by Allan Calhamer and owned by Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Price for the game is \$15.00 plus postage.

Article contributions to be included in the next issue of DIPLOMACY WORLD should be mailed to Jerry Jones (address above) in time to be received by November 30th.

Mark's Mutterings

MARK BERCH

I would like to bring to the attention of the Diplomacy community, particularly the GMs, a conversation I had with Allan Calhamer, the inventor of the game, during DipCon 1980. It concerned the international convoy or support, e.g. Sp 01: A Mun S Italian A Ven-Tyo. The question is this: Suppose the country identification is left out? A substantial number of postal GMs will void the convoy or support if this is omitted, saying that the rulebook requires it to be stated. I asked him if he intended to require this information. He gave me an emphatic no, pointing out that just giving the location of the unit was enough. to specify it.

Please note that there is no specific requirement for this info in the rulebook. It arises in the minds of those who use this from the fact that the examples always give the nationality. However, that this is optional is seen clearly in XII, 1: "for clarity the player may wish to indicate the foreign nationality" (emphasis added). Further, I do not see how the

game is improved by penalizing someone who has failed to provide what is basically superfluous information. And finally, the badly written order rule (VII, 4, last sentence) seems to cover this precisely, as "A Ven" can have only one meaning.

Players should, as a help to their GMs, provide them with this information. But in view of all of the above, I believe that GMs are ill-advised to disallow the order when the player fails to indicate nationality.

I have a few brief comments to make on DW#25. Elmer Hinton's article contains much good advice, but I would add a word of caution about his French quote near the top of Column 2 of page 17. Particularly if you are unexperienced, one of your contingencies should be labeled as "Otherwise..." If you don't and you have missed a retreat choice and the player has taken it, you will be NMRed. Do not rely on the choices given by the GM, for they are often incomplete. For example, for some unknown reason, Tuscany is often overlooked when F Lyo or F Tyh is dislodged.

On page 4, Oaklyn's zine FLD is listed as "stillborn". Alas this is not so. I urge those receiving samples of FLD to ignore what he says about others in the hobby. By and large he just makes these stories up.

I have a new publication available to the dippy community: "The Lexicon of Diplomacy". Included are capsule descriptions of scores of tactical ploys, variants, organizations, openings (from the well-known to the hopelessly obscure), GMing and pubbing jargon, famous press bylines, strategic concepts, scoring and rating systems, various tricks, special projects (many never implemented) a wide variety of flotsam and jetsam, plus a few ringers. There are over 450 alphabetized entries, running nearly 32 pages. It is a superb overview of the hobby's jargon and history. You can get it by either 1) subbing to DIPLOMACY DIGEST (10/\$3.00) and asking to start with the #34-36 issues (i.e. costs you 90¢ of your sub) or 2) Can be purchased individually for \$1.25 (Mark Berch, 492 Naylor Place, Alexandria, VA 22304).

DipCon XIII - A final Report

ALLAN CALHAMER

DipCon XIII, Rochester, Michigan, June 7, 1980 in connection with MichiCon IX Game-fest, Oakland University, sponsored by the Metro Detroit Gamers.

1. Carl Eichelberger (28)
2. Tedd Trimbath (25)
3. Russell Blau (24)
James Yerkey
5. Bill Becker (20)
6. Matt Roswurm (19)
7. Bill Yeaton (18)
8. David Brent (17)
Jack Brawner
10. Lowell White (16)
11. Robert Sergeant (15)
Cal White
13. George Donald (13)
David Hunt
15. Thomas Drewer (12)
16. Merle Davenport (10)
Ralph Fellows
Tom Lehmann
19. Algis Motiejunas (8)
20. Jim Harsney (7)
Michael Craggs
Bill Washburn
23. Jeff Hall (6)
Tom Cordell
Tom Berendt
Glen Overby
Bill Chynoweth
28. Bill Stapel (5)
Richard Kovalcik
Thomas Brooks
31. Bob Fini (4)
Bill Hatala
Bert Schoose
Eric Schultz

35. Thomas Isner (2)
Mark Berch
Fred Calderone
John McKee
Martin Bowman
Stephan Van Haverbeke
41. Fred Synk (1)
Greg Worst
Steve Hutton
Greg Rose
Bill La Fosse
Michael O'Donnell
Jeff Kaule
Mark Kozlow
Bill Bartos
50. Donald Glance (0)
Don Liever
Kevin Ding
Jerry Leader
Paul Glance
Wendy Bastion
Patrick Butler

Leaders after the first round were paired to the top board in the second round, and so on down. No player played the same country in both rounds. First round leader, Bill Yeaton (18 points) got knocked out early on the top board, while co-leader Matthew Roswurm (18) got off to a good start with Russia. Midway in the game, however, he had crumbled to Cal White (13) who had an 11-unit Germany. Cal was, however, flanked by Tedd Trimbath's 9-unit England. Tedd apparently accomplished a completely unexpected stab to wrest the lead at the board. Meanwhile on the second board, Carl Eichelberger (11) with Turkey and James Yerkey (7) with England were relentlessly trampling the board, moving up rapidly in

the closing moves to score a 17-17 tie.

The first round game was curtailed after 1909. Strict 15 minute total time per season was enforced. Thus both games were completed in 8 hours, including an adequate supper break. Total time even included a 15 minute evacuation during a tornado warning.

The Calhamer scoring system employed, in brief: if the leader gains 18 centers, he scores 18, all others score 0. If the leader has 8 or fewer centers, all score their centers. If the leader holds from 9 to 17 centers inclusive, he scores his centers, plus a bonus of 2 if he is sole leader (untied). All others score 8 points minus the number by which they trail the leader. Thus the strongest possible second would score 7 and only 7 points. All survivors score at least 1; all knocked out score 0.

Tournament score was the sum of the two game scores.

The winner played France in Round 1 to an 11-11 tie with England and played Turkey in Round 2 to a 17-17 tie with England.

The second place winner played Germany to a 12 point sole lead in Round 1 and England to a 13 point sole lead in Round 2.

* * * * *

Led or shared lead (2 rounds, 15 games):

England	8
Germany	3
Turkey	3
Austria	2
Russia	2
France	1
Italy	0

Average centers (first round, 8 games):

England	8
Turkey	4.2
France	3.6
Germany	3.6
Austria	3.6
Russia	2
Italy	1.4

It appeared that the players of Russia never or hardly ever, played the opening move A Mbs-StP, which is far and away the strongest move against England. We had the impression that the Austro-Italian "super-power" either was not played at all or collapsed early to Italy's disadvantage (i.e.,

stabbed by A/H).

The fear that players with the highest first round scores at each board in the second round would be ganged up on were not realized. On the top board, one leader went out early, but the other had a good start. On the second board, the highest first round score was Eichelberger's, and he emerged the ultimate winner, tying the game with a player who had one of the low entering scores.

Thus the idea that all players at the same board in round 2 should have their score reset or levelled to their median score (so that the score variation among them will not dominate the diplomacy) appears unnecessary. Furthermore, we had one case where such resetting would have resulted in one player who scored 6 in Round 1 being reset upward to 10, while another would have been reset downward to 4 (since one went to the second board and the other to the third).

Where three players play to a 10-10-10 tie in the first round, there is great likelihood that they will be paired in the second round at the same board. In the only case that this did occur this did not result in domination of the second game. They drew France, Germany and Russia, and in a few moves had one good, one average, and one bad game. The one country they could have united against was England, who nevertheless achieved 17 centers.

There was a complaint that players who had 4 or 5 centers toward the end of the game, but were doomed to score only 1 point, simply used their influence to help whichever leader they preferred. This may be an important problem. However, if they had allied against the leader, they might have ended up scoring more than 1 point.

The tournament was ably directed by the experienced Harley Jordan. The tournament had a whole floor to itself, allowing every game to be played in a separate room. One regret is that attendees of Michicon did not choose to walk fifty yards through the rain and go up three floors in order to observe the tournament. Except for a red-head in a slit skirt, there were hardly any casual spectators.

Herb Barents was the Gamesmaster. Fred Davis Jr. assisted, keeping time with the aid of a clangorous triangle. Allan B.

Callamer was the Ratingsmaster (scorer).

One small mistake was made in drafting the scoring rules, when it was decided that a player with an 18 center win would score only 18 points. He should get the bonus of two for sole leader (which, of course, he is). Otherwise, if he has 16 centers, and expects the bonus, he has little incentive to press on for a win. If he is in a 17-17 tie, he has only the incentive of a mere one point (rather than three) to try to break the tie in his favor.

Conceivably, this situation could have been present in this tournament. The finish was Eichelberger 28, Trimboth 25, Blau & Yerkey 24. If Yerkey had upset his 17-17 tie in the second round in his favor (I am not claiming that it was possible -- I don't know), these scores would have changed only to Trimboth & Yerkey 26, Blau 24, Eichelberger 21. Under the better rule, however, such a development would have resulted in Yerkey 27, Trimboth 25, Blau 24, Eichelberger 11. i.e., the additional two points of incentive (to stab, to achieve brilliancy, to adventure, to gamble the game, or whatever, as the situation might have called for) would have offered a clear first instead of a tie for first.

If this scoring system is to be used again, the designer thus urges that the 2 point bonus be extended to the outright winner of a game, as to any sole leader; but that resetting or levelling not be added, in the absence of further experience.

One interesting idea for a new tournament plan came up. Marley mentioned that a tournament had been held in which the best England, best Russia, etc., from the first round went to the top board in the second round (rather than the highest seven scores of all). This notion aroused the suggestion that they should play the same countries in the second round. Thus players fresh from a 10-18 point performances with certain countries would play those same countries right away again, but this time against opponents also fresh from triumphs with their countries...and so on down the line to a board where everyone who got knocked out would play the same country again, against others who also were knocked out.

DipCon XIV

Report

BILL LAFOSSE

I've just returned from DipCon XIII and I find myself elected to the DipCon Committee of 1/2/3. Along with Herb Sarents (chairman) and Fred Davis, it is our duty to find a site for next years DipCon, as none was selected at the DipCon meeting this year.

At the meeting I was assigned the job of co-ordinating a committee to determine the scoring system to be used at the next DipCon. The committee has been formed, and it includes Mark Berch, Jim Yerkey and Cal White, along with the 1/2/3 committee.

Persons wishing to submit their ideas for a scoring system, or comment on the validity of an existing system are invited to pass along their ideas to me. I will in turn make copies available to the other committee members. Please type your contributions, as I will be photocopying them.

I also wish to hear comments on the idea that the scoring system should remain unknown to the players. The idea of this is to prevent the playing of the system rather than the game.

As I mentioned earlier, the location for next year's DipCon has not been determined. A bid for New York and Chicago were both voted down. It was pointed out that the last time DipCon was held out west only three persons from states other than California, Oregon and Arizona showed up. On the other hand, to the best of my knowledge, there were no westerners at this DipCon at all.

Comment's on that subject are to be reviewed by the committee, but it is my understanding that we will try to meet the terms of the Charter regarding rotation.

Bill LaFosse, 15 Cory Circle, Trenton,
Ontario, M4A 2A2, Canada.

DipCon-

An Alternative

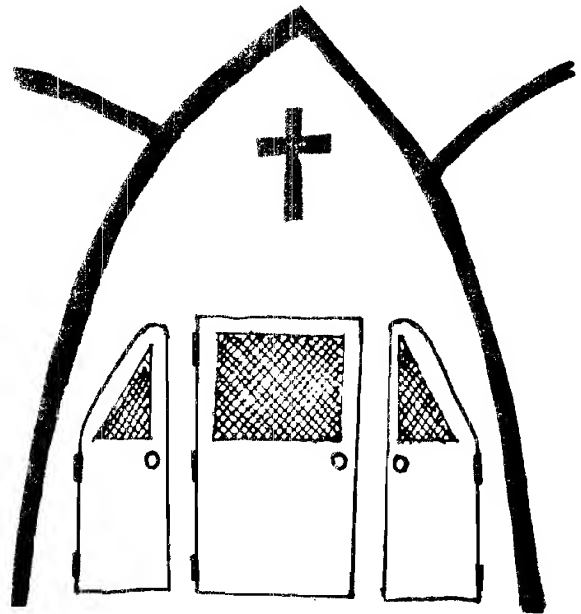
LEW PULSIPHER

At DipCon XIII the Diplomacy tournament included 8 boards in the first round, while at Origins '80, 112 people pre-registered for the Dip tournament and 103 played the first round. Ever since the DipCon became an activity for more than a few hard-core players, beginning with the 1972 Con in Chicago, every tournament has consisted of 7 to 14 or 15 boards, even though attendance at the accompanying wargame convention has risen from a few hundred to over 4,000. It appears that a "natural" maximum for a FTF Diptourney is about 120 players, and on the other hand, I think any large wargaming convention will attract at least 50 people to a Diptourney if it holds one.

Some years ago the sentiment in favor of regional DipCons for those who can't make the national DipCon was strong, but nothing came of it. Now, with more large wargame conventions around to host regional DipCons, it appears feasible to arrange a system of regional Diplomacy tournaments with the winners to play off (by mail) for a National Title of some sort. Naturally some people don't reckon that "championships" are worth much, and I must admit that I am one. Nonetheless, only by encouraging FTF competition will we ever see this hobby grow to the kind of maturity and stability one sees in

bridge or chess "fandom". I won't go into the question of whether it is better to struggle along in a small group of about 1,300 players, if that, or to attempt to expand the appeal of organized Diplomacy play. Those who prefer the latter, however, should think about starting regional DipCons.

Another advantage of regular regional DipCons is that there would always be several regional Cons available to bid for the national DipCon, combining their regional with the national. This would avoid the problem seen this year, when not one acceptable bid for next year was presented to the DipCon Society. The Midwest regional con could take place at Michicon or GenCon, the Eastern con at the Philadelphia con (which has also been Origins in the past two years), the Pacific con at one of the larger wargaming cons out there. I believe there are several wargaming cons in Texas which could host a southwest regional DipCon, and GenCon South in Florida might host a southern regional if there are enough players down here to maintain interest.



So then, Father, I said to him,
"Believe me Charley, A Ven-Tri
is the last thing on my mind..."

1978-IM---DW Demo Game

GM: Eric Verheiden

Commentator: Randolph Smyth

Fall 1909

FRANCE (Don Single) A Yor-Edi; F Lon-Nth; A Ruh-Hol; A Bel S A Ruh-Hol;
F Lys (A) S A Bur-Mar; A Bur-Mar; F Mid-Spasc; F Por S F Mid-Spasc;
F Eng-Mid.

ITALY (Lee Kendter) A Mun-Bur; A Boh-Vie; A Tri-Bud; A Bul-Rim; F Con-Bia;
A Arm-Smy; F Tus-Lyo; F Tyn S F Tus-Lyo; F Tun-Ion; A Pie-Mar; F NAF-Mid;
A Spa S A Pie-Mar; F Wes S A Spa.

RUSSIA (Don Ditter) F Nth-Edi; F Nwg S F Nth-Edi; F Den-Nth; A Kie-Hol;
F Hel S A Kie-Hol; A Ber-Kie; A Pru-Ber; A Gal-Vie; A Sil-Gal; A Rum-Bud;
A Mos-Ukr; F Sev-Bia.

Supply Chart:

France: Bre Par Por Bel Hol Lon Lpl ~~Edi~~ ~~Spa~~...7...Remove 1
 Italy: ~~Hose~~ Vie Tri Bul Gre Mar Con Smy Tun Ank Mun SPA...14...Build 1
 Russia: ~~Hose~~ Rum Ser Bud Nwy Sve Den Ser Kie EDI...13...Build 1

Fall 1909

France looks doomed. In spite of the eastern "alliance" committing an ever larger proportion of their forces to standing each other off. Both appear willing to take their chances on a win rather than permit a three-way draw. In fact, as the French defenses crumble, both Russia and Italy become more and more committed to a race-for-the-win; soon neither can afford to back-off, because the French units will be unable to prevent the other from sailing to 18 centers.

The Italian stock has gone up somewhat, as France seems to have abandoned his "suicide" threat: half his units committed themselves to defending the north this season. If he's given up both

his hopes and a consistent strategy, the race to victory will be a reasonable gamble for both Lee and Don.

Winter 1909

FRANCE Removes A Yor.
 ITALY Builds A Ven.
 RUSSIA Builds A Mos.

Winter 1909

In line with earlier threats, France continues to remove units from the north. Lee must be sweating a bit in spite of his 14 centers - but all players are, increasingly, prisoners of the situation.

Spring 1910

FRANCE A Ruh S RUSS A Ber-Mun; A Bel-Bur; A Bur-Gas; F Por-Spasc; F Mid S F Por-Spasc;
F Eng S F Mid; F Lon-Eng.

ITALY A Spa-Gas; A Pie-Mar; F Lyo S A Pie-Mar; F Wes-Mid; F Naf S F Wes-Mid;
F Tyn-Wes; A Ven-Tyr; A ~~Mia~~ (A)-Bur; A Boh-Vie; A Tri-Bud; A Bul-Rum;
F Con-Bla; F Ion-Gre.

RUSSIA F Edi-Yor; F Nwg-Nat; F Den-Nth; F Hel-Hol; A Ber-Mun; A Kie S A Ber-Mun;
A Sil-Boh; A Pru-Sil; A Rum-Bud; A Gal S A Rum-Bud; A Ukr-Rum; A Mos-Ukr;
F Sev-Bla.

Spring 1910

After Spring, it looks like only a major turnabout will prevent a Russian win. Italy has ground into Mar but has lost Mun; and France now has a stalemate line against him in the west, which he

seems determined to hold. Russia is a bit short from 18 to wrap it up this Fall, but next year for sure if he can keep France on his side...

Fall 1910

FRANCE ~~F Lon~~ (R Wal, otb)-Nth; F Eng-Mid; A Ruh S A Bel; A Bel S A Ruh; A Bur-Gas;
F Mid-Spasc; F Por S F Mid-Spasc.

ITALY A Mar-Pie; A Spa-Mar; F Lyo-Spasc; F Wes S F Lyo-Spasc; F Naf H; F Tyn-Ion;
F Gre-Alb; F Con-Bla; A Arm-Sev; A Tri-Ser; A Bul S A Tri-Ser; A Tyr-Tri;
A ~~Vie~~ (A) H.

RUSSIA F Nat-Lpl; F Yor-Lon; F Nth S F Yor-Lon; F Hol S F Nth; A Kie S F Hol;
A Mun-Tyr; A Boh-Vie; A Bud S A Boh-Vie; A Sil-Boh; A Gal S A Bud; A Ukr-Rum;
F Sev-Bla; A Mos-Sev.

Supply Chart:

France: Bre Par Por Bel ~~Mia~~ ~~Lon~~ ~~Lpl~~...4...Remove 3
Italy: Home Tri Bul Gre Con Smy Ank Spa Mar Mun Tun ~~Vie~~ SER...14...Build 2
Russia: Home Rum Bud Nwy Swe Den Ber Kie Edi ~~StP~~ HOL LON LPL VIE...16...Build 3

Fall 1910

Three-way draws are being proposed constantly, but are being shot down with equal regularity; and no wonder. Even if France did turn around now, it would still be all but impossible to prevent a Russian win. Sometimes it pays not to lock yourself into solid agreements with another Power, if there's a possibility you may want to break them later -- Lee's stab has come back to haunt him.

Winter 1910

FRANCE F Lon ret OTB, Removes F Eng, F Mid.
ITALY Builds A Ven, A Rom.
RUSSIA Builds A StP, A War.

Winter 1910/Spring 1911

No question about it now.

Spring 1911

FRANCE A Ruh-Hol; A Bel S A Ruh-Hol; F MIA/Spand; A Gas S F MIA/Spand; (F Por H).
 ITALY F NAF-Mid; F Wes S F NAF-Mid; F Lyo-Tyn; A Mar H; A Pie-Tyr; A Ven S A Pie-Tyr
A Rom-Apu; F Ion-Adr; A Ser S A Tri; F Alb S A Tri; A Bul S A Ser; F Con-Bla;
A Ana-Sev.
 RUSSIA F Lpl-NAT; F Lon-Eng; F Nth-Bel; F Hol S F Nth-Bel; A Kie-Ruh; A War-Sil;
A Tyr S FRE A Muh-Mun?; A Boh S A Tyr; A Mos-Ukr; A StP-Mos; F Sev-Bla;
A Vie S A Tyr; A Gal S A Bud; A Bud S A Rum; A Rum H.

Fall 1911

FRANCE F Por-Spand; A Gas-Bre; A Bel-Hol; A Ruh S A Bel-Hol.
 ITALY F Mid-Bre; F Wes-Spand; A Mar S F Wes-Spand; A Pie-Tyr; A Tri-Bud;
A Ven-Tri; F Adr S A Ven-Tri; F Alb S A Ven-Tri; A Ser-Rum; F Con-Bla;
A Bul S A Ser-Rum; F Tyn-Ion; A Ana H; A Apu-Ven.
 RUSSIA F Eng-Bel; F Nth S F Eng-Bel; F Hol H; F NAT H; A Kie-Ruh; A Tyr-Mun;
A Sil S A Tyr-Mun; A Boh H; A Vie H; A Bud H; A Gal S A Bud; A Ukr S A Rum;
F Sev H; A Rum H; A Mos H.

Supply Chart:

France Bre Por Por Rd1...3
 Italy Home Fun Mar Spa Tri Ser Gre Bul Con Ank Smy Rd1...13
 Russia Home Rum Bud Vie Nwy Swe Den Edi Lon Lpl Hol Kie Ber BEL MUN...13 Wins!

Fall 1911 Finis.

Wrap-Up

Supply Center Chart

	01	02	03	04	05	06	07	08	09	10	11
Aus	4	2	2	2	1	-					
Eng	4	4	3	1	-						
Fra	6	6	8	10	12	13	12	9	7	4	3
Ger	4	5*	3	3	1	-					
Ita	5	6	6	7	9	11	11	13	14	14	13
Rus	6	6	5	7	8	9	10	12	13	16*	18 WINS!!!
Tur	4	5	7	4	3	1	1	-			

Players

Austria: Gregg Gallagher (Dr S'03), Russell Fox (Dr W'03), neutral (Out '06).
 England: Bob Fabry (Dr F'04), Arn Vagts (Out '05).
 France: Don Bingle
 Germany: Bernie Oaklyn (Out '06).
 Italy: Lee Kendter, Sr.
 Russia: Don Ditter (Won '11).
 Turkey: Jerry Jones (Out '08).

GAMESMASTER'S SUMMARY

ERIC VERHEIDEN

I would like to credit all the players with a well-played game generally. There were more dropouts and NMR's than I might have liked, however considering the haste in which the game was organized, it was not as bad as it could have been. I want to thank the surviving players in particular for their cooperation with the very fast (two week) deadlines for the final few seasons.

The most striking thing to me was the very rapid emergence of the F/I/R trioka; it is amazing how often this happens (cf. HA game 1972CR and the current Claw & Fang game 1979CT for other examples) and how powerful a combination this is. Essentially, the endgame started in 1904.

The key to the endgame was of course the Italian stab against France. Kendter had little choice if he wanted to go for the win; he had two allies in France and Russia and the latter was a much tougher nut to crack with Italy committed to fleets. Under the circumstances, victory against Russia would probably have meant a victory for Bingle's France.

Kendter's alternative would have been to stop at what he had and announce his support for a three-way draw, probably a safe bet, if a bit dull. As it was, Kendter's chances for victory lay in convincing Bingle to defend the north and performing a quick turnaround to crash through the backdoor. The fallback position was to really go for a three-way draw, probably involving an initial unilateral pullback as a goodwill gesture. Whether Bingle wasn't buying that either or Kendter waited too long to cut his losses, I don't know, however the F/I conflict lasted to the bitter (or Ditter -- sorry) end. Like the excellent player he is, Don Ditter exploited his opportunity to the fullest, locking the east and using just enough units to move into the western vacuum.

COMMENTATOR'S SUMMARY

RANDOLPH SMYTH

There's very little to add to Eric Verheiden's comments as a summary. In a way it was a pity that four Powers were effectively out of action by 1904 -- as a commentator, I was reduced to discussing the limited relationships among just three players!

With 20-20 hindsight, the Italian stab of France was an error, though it looked like a good bet at the time. Postal Diplomacy is less predictable in these matters than the face-to-face game, where the players may know each other personally and can always get a better idea of true intentions. Had Lee known in advance that Don was the type to (1) take a stab hard, (2) make a suicide threat, and (3) stick to it, he would surely have taken the three-way draw... not a bad result for an Italian player. As indicated by Eric, it was the requirements arising from the Italian game that did in Lee's chances as much as anything else.

Don Bingle's defenses against the R/I combination were spectacularly successful at first...really, until he quit the north resistance voluntarily...but from a psychological viewpoint he might have been better to fall back immediately after the stab to a Mar/Spa/Mid stalemate line requiring just six units, and defending the north with the rest as best he could. This would have bought him as much time as possible to convince Lee that he was serious -- he could point out that it would be illogical for him to ever dismember a perfect stalemate line. As it was, Lee had the illusion of making real progress in the west until it was too late to change his strategy anyhow.

Don Ditter, then, may have been just plain lucky to be in the right place at the right time -- yet, when three players are evenly matched, the winner has to rely on the breaks. Still, nothing can take away from his exploitation of the situation -- we'll have to look at the player comments to see just how much of the diplomacy he'd engineered.

1978 IM -

From Top...

DON DITTER
Russia - Winner

1901

My initial strategy in this game was to ally with Turkey (Jerry Jones) and sweep westward. But in order for a R-T alliance to be effective I-A must not have a strong alliance, as then only the Western powers gain (see 1973BI - the third HA Demo). Jerry and I formulated a strategy whereby we would "stage" a war between us to get Italy to stab Austria in 1901. Italy (Lee Kendter) was aware of the likely R-T alliance and implored Austria (Gregg Gallagher) to move to Gal despite my assurances to move North. The move to Gal caught me by surprise, but I was able to reestablish good relations with Gregg.

I had little trouble in the Fall convincing Lee to take Trieste to stop the A-T juggernaut, while Jerry and I carried through on our alliance plans. In the North Germany (Bernie Oaklyn) and I had entered into an alliance against England, but I felt my A St. Pete would be needed in the South if Austria carried through on his stab. I got two builds in 1901 and breathed a sigh of relief. In the West, France (Don Bingle) stabbed Germany early and combined with my threat on Norway and Germany's desire to attack England he also took Belgium. Don was off to a flying start that would see him eventually eliminate England and Germany virtually single-handedly.

1902

Turkey and I continued our plan of deception. We had planned to annihilate the Russian fleet, as it sows distrust in the R-T alliance. This Jerry did and with

good diplomacy, he virtually neutralized the Austrian. Fall found Turkey supporting Italy into Greece. I'm sure a good deal of Diplomacy on Lee's part was necessary. I thought this move hurt the R-T chances, but I had resolved to stick with Turkey. Jerry at this point was clearly unsure who he wanted to ally with - Lee or me. Additionally the diplomatic lines between Rome and Moscow were becoming very hot.

I agreed to support Germany in the North, as I needed his help to slow down France. I was part of some interesting diplomacy in the West, as England, (Bob Fabry) stabbed France by not supporting him to Kiel and stabbed Germany by supporting him to Kiel, thus denying Bernie a build.

1903

Germany returned Norway to me by a previous agreement and resumed the attack on England. Bernie is a very colorful player, as one can see by his intentional miswritten orders and movement of non-existent units. He is also tactically very skillful. His attack on Tyo infuriated Lee, but Bernie was attempting to help me in what he saw as a strong I-T alliance - how wrong he was.

Jerry had agreed to support me into Bud, but instead he brutally stabbed me by taking Rum and Ser. I also gambled leaving St. Pete open for a build and was successful, only to find to my disgust that I had no builds coming.

1904

I was scrambling to rebuild my game. The two front war I had waged was failing miserably and I had only 5 centers. But this year was to be the turning point in the game for me. I was working very hard on Jerry to remain with the R-T alliance and he clearly was vacillating between Lee and I as his Winter 1903 builds indicated. By pointing out the tactical advantages of the R-T alliance as opposed to the I-T alliance, I finally convinced Jerry to re-ally with me. But by now Lee and I had come to a firm alliance, we would wipe out Turkey and then jointly attack France, who was making large gains in the West. Thus I was able to recover

from my wounds the previous year brought and to deliver a death blow to Turkey and gain a measure of revenge. The fact that Austria was in CD greatly aided the R-I alliance.

In the West I bungled miserably as I thought the new English player (Arm Vagts) would cover Edi with Nth and I wanted to prevent the French from taking Nth. Instead I allowed Don to get another build, as he really began to gain momentum.

1905

This was the make or break year for France. Randolph Smyth's analysis is right to the point - the failure of the French to go after Italy in the Spring forfeited his winning chances. If France had attacked Italy, Lee would have had to pull back from Turkey and leave the R-I alliance hurting. Instead the French units were ineffectively bunched to the North. Apparently Lee had convinced Don that they would be allied to the end. This explains the bitterness France had toward Italy after Lee attacked him.

In the South, Jerry had vowed to use all his units to suicide against me, so I basically held my position as Lee chewed up the Turkish centers. Lee and I were working very well together at this point. Lee is an extremely skillful player and our moves were coordinated to the benefit of the alliance and the detriment of our enemies.

In the West I picked up Den and received a French ultimatum that Den be turned over to him - little did he know...

1906

Italy turns on France as promised, taking the Frenchman by complete surprise. In the North I consolidate my defense by taking Ska. Jerry continues his vendetta against me by letting Lee waltz into his centers. I was surprised our beloved editor carried through on his threat - if he had attempted to defend his homeland he could have held us at bay for quite a while. Jerry is a very respected player and one must pay the price for attacking him.

1907

Italy and I continued hammering away

at our two fronts. My slow, "keep 'em in front of you" strategy in the North has puzzled the commentator. My reasoning was this: France had declared that he would use the bulk of his forces against Italy. My strategy was to not allow a French unit to get behind my lines, as this would tie up time and units. The move to Baltic assured the fall of Berlin, Munich and Kiel in very short order - forcing France to remove units and hopefully open it up in the North.

1908

Turkey was eliminated and France exaggeratedly carried out his threat to move all forces South. The original split of the A-T centers between Italy and myself was 3/3, but Lee ended up with a 4/2 split - I was in no position to demand more. At this point in the game I felt Lee had many more chances for the win than I. If he broke through in MAO - it was all over, as he could take Ser, Bud, Rum, Sev for the win. That was the reason for my aggressive builds in the Winter. I wanted to try and stalemate the Turkish front and force Lee to hit deep into the West to win.

1909

This year saw my drive for victory. With the help of France who was extremely upset with Italy and was looking to get him back, my position in the North improved greatly. Don Bingle's strategy was to get Lee and I both up to 16 units - he at two and then he could hopefully get a draw by deciding who would get his last two SC's. He and I talked throughout the game, even though we were never allied. Don was a good diplomat and very easy to talk to, but his interest in the game declined as his chances for winning diminished. I used this fact and the very bad feelings between Lee and Don to win the game in the North. Tactically I believed I played these last few years very well and was able to assure a stalemate line in the South and victory in the North.

1911

This year was spent simply assuring the takeover of Bel and Mun for the victory. Against the best F/I defense they

could have held me, but it would have fallen in 1912. But Don and Lee were still at each others throats, so victory came easier than it should have.

Summary

A well played and extremely well GM'd game. Eric was very punctual and virtually error-free. It's this sort of GM'ing that make the hobby-most enjoyable. If this had been any other game but the HA Demo I would have been more than happy to share the 2-way draw with Lee. We communicated very well and he saved my skin in this game. But I know, had Lee been in my position - he'd have done the same thing I did, I also enjoyed communicating with Don Bingle. Had he attacked Italy in 1905, the game certainly would have been different. But he had assurance from Lee that Lee would attack me and Don had assurances from me that if Lee attacked me - I would throw the game to France. What would the readers have done? Though if Don had abandoned his grudge against Lee, the game would have likely ended in a 3-way draw.

...To Bottom

JERRY JONES
Turkey

I have the luxury of reading Don's summary of 1978IM before I write mine so I will reply to some of the items that he brought up as well as my review of the game.

The first years were as Don described. The R/T alliance was strong but had only one weak point. Lee really seemed to want this win and he was communicating with me more than was Don. I felt that I was in the "sweet spot" because I was growing smoothly and had Italy and Russia

both wanting to ally with me. So I sat back and waited to see which one would prove to be the best ally. This was my first mistake. I feel now that I would have been better off sticking with one of the two early and hoping for the best.

About the stab of Russia, well he can blame his brother for that. Dave (Don's brother) is a close friend of mine and is always accused me of never stabbing anyone. So when I saw a chance to stab someone, and that someone was Dave's brother, well...I couldn't resist. Honestly, that wasn't the only reason. Lee and France seemed to be tighter than any two allies have ever been and it seemed to me that Don wasn't accepting that fact and I thought that if I was able to cripple him that he might turn to me to help him back and I could force him to apply pressure to Northern Italy.

Well, the stab didn't work out too well, but it was fun and I'd probably do it again if I had to do it all over. There are some things I'd change, but the stab would probably not be one of them.

Now to what I really want to talk about. My suicide against Russia. There are a few things that I believe in when it comes to Diplomacy and one of them is that it doesn't matter if you are the first eliminated or you finish second, you still have lost. The other is that whether we like it or not, things that happen in one game reflect on what happens in another. When it was obvious to me that I was doomed and that just existing until the close of the game was the best that I could hope for I chose to make a point of this game. I wanted all to know that when I am losing I will try to take someone with me. Possibly when I am in another game, what happened here will give my "ally" something to think about and that just might be the edge that I need in that game. So while it proved to be a total loss in this game, I might reap the benefits elsewhere.

Now some will look upon this as cross-game playing, and in a sense it is. But how is anything we do in Diplomacy not going to affect what we do or not (Con't on page 34)



The Reverse Con

THE TRICKSTER

There are a few swindles from the "real world" that can be adapted to the Diplomacy board. One of these is the Reverse Con, sometimes called the Back-fire. The conman approaches his victim with a smooth business scheme which is, however, obviously a swindle. The mark plays along with this, and at the appropriate moment, calls the police and has the conman arrested. An investigation naturally ensues, and it is learned that the business scheme was all that it was purported to be --- i.e., not a swindle at all!!! The conman now sues the victim for false arrest, abuse of legal process, defamation of character and whatever else he can think of. The mortified victim, fearing that he is in fact in the wrong, settles out of court for a fat sum. A very fat sum.

Moving to the dippy board, you make your victim a very generous offer. You will support him here, there and everywhere. Virtually nothing is asked for in return. The victim, realizing that the offer is "too good to be true", turns it down, taking instead a defensive stance. The zine arrives, and, lo and behold, you have offered all sorts of supports that were not accepted. You then write him a letter, pointing out how hurt you are that your offerings were not accepted. You offer him yet another deal, more help will be forthcoming, but of course, the price will have to go up. Feeling remorseful

about passing up all those goodies, and suspecting that this offer will never be made again, the victim accepts. Naturally you accept the price (the help he offers you), but you take advantage of his moves to smash him.

In both swindles, great care must be shown in selecting the proper victim. In the real world, he should be someone quite prosperous, since you will want a substantial reward for such an involved and time consuming scam. He must be smart enough to "realize" that your business proposition is a swindle. He must be very concerned about his reputation (or he may not fear the unpleasantness of a trial and all the attendant publicity) but he must not be too streetwise, or he may see through the whole thing. The nice thing about this swindle is the victim never really learns that he has been taken. The ideal victim would be a doctor or a dentist.

Getting back to the subject at hand, don't try this one on someone who is a beginner, or someone who is very greedy. Both will accept your original offer, and you will feel like a total jerk. And a very experienced player is probably not going to fall for it, and you will have wasted two seasons. And don't try it on me, 'cause I am wise to this one! But that still leaves you with plenty of potential suckers. Don't try to use it in every game, because rather special board circumstances will be required. But if the circumstances look right, and it works, you'll remember your success for a long time to come!!!

1980AY

The Newest Demo Game

GM: ERIC VERHEIDEN
COMMENTATOR: DON DITTER

((Who says we don't get the cream of the crop for DW? You may have noticed that the GM and the commentator for this game were the number one and number two GM's on the latest Zine and GM Poll.))

Spring 1901

AUSTRIA	(Scott Marley)	<u>F Tri-Ven</u> ; <u>A Vie-Gal</u> ; A Bud-Ser.
ENGLAND	(Bernard Sampson)	F Lon-Eng; F Edi-Nth; A Lpl-Yor.
FRANCE	(Bob Sergeant)	F Ber-Mid; A Par-Pic; A Mar-Spa.
GERMANY	(Lee Kendter)	F Kie-Den; A Ber-Kie; A Mun-Ruh.
ITALY	(Hal Norman)	F Nap-Ion; A Rom-Apu; A Ven H.
RUSSIA	(Mark Berch)	F StPsc-Bot; <u>A War-Gal</u> ; A Mos-Ukr; <u>F Sev-Bla</u> .
TURKEY	(Peter Reese)	<u>F Ank-Bla</u> ; A Con-Bul; A Smy-Con.

Spring 1901

The action is brisk on both fronts. In the West, the English move to the Channel will not make France happy! He will be forced to cover Bre with A Pie to assure two builds, unless he trusts the English enough to support him F Eng-Bel (dubious). The German is in excellent position with two builds virtually assured - the English must convoy A Yor-Nwy and possibly getting three if the English and French are at war. Both will be vying for German support.

In the East, it appears that Austria and Russia are at war - or else they mutually agreed to standoff in Gal. The Aus-

trian move to Ven means he'll get one build at most. One wonders with the Italian Lepanto, if there wasn't a lack of communication between Austria and Italy. The standoff in Bla was probably by Turkish request, as it assures him of getting Bul. What those fleets do in the Fall should be a good indication of Turkey and Russia's relationship. For now I predict a Russo-Turk alliance with the strong possibility of an early Austrian elimination, unless he does some quick diplomacy.

Fall 1901

AUSTRIA A Tri H; A Vie-Bud; A Ser-Bul.
ENGLAND A Yor-Nwy; F Nth C A Yor-Nwy; F Eng-Mid.
FRANCE F Mid-Por; A Spa H; A Pic-Bre.
GERMANY F Den H; A Kie-Hol; A Ruh-Bel.
ITALY A Ven H; A Apu-Tun; F Ion C A Apu-Tun.
RUSSIA F Bot-Swe; A War-Gal; A Ukr-Rum; F Sev S A Ukr-Rum.
TURKEY A Bul-Ser; A Con-Bul; F Ank-Con.

Supply Chart:

Austria Home SER...4...Build 1
England Home NWY...4...Build 1
France Home SPA POR...5...Build 2
Germany Home DEN HOL BEL...6...Build 3
Italy Home TUN...4...Build 1
Russia Home SWE RUM...6...Build 2
Turkey Home BUL...4...Build 1

Fall 1901

In the West there is definitely an English-French conflict - as indicated by the French press. The move to the Mid combined with France's inability to build F Bre puts the English in good position, but unless he gets German help quickly, the battle will be long and fruitless as five French units can keep the English out of Por, Spa and Bre for a long time. The German gets

three builds and in the excellent position of being able to choose allies.

In the East, the Austrian move to Bud was quite puzzling. Why not stand-off in Gal again. The position after Winter 1901 would be the same. Similarly the Turkish moves had virtually little possibility of succeeding, unless the Austrian fell asleep and moved A Ser-Gre. But he had little else to do that will

Winter 1901

AUSTRIA Build A Vienna
ENGLAND Build F London
FRANCE Builds A Paris, F Marseilles
GERMANY Builds A Berlin, A Munich, F Kiel
ITALY Builds F Naples
RUSSIA Builds A St.Pete, A Warsaw
TURKEY Build F Smyrna

Austria. The Russian build A St. Pete shows less than perfect trust with England, but at least he didn't build F StPac. allow him to get his fleet to Con where it should be. That's one problem with the Bla bounce. It appears that the Russian-Turkish alliance is very strong. Almost certainly Ser will fall in 1902. It remains to be seen what Italy will do. This will determine the Austrian life span.

Winter 1901

No real surprises here. The German builds seem to indicate he is interested in a land war somewhere...possibly Russia ...or France. It seems to me that Russia is his most immediate threat considering what looks to be a strong position against

The real big questions going into 1902 are: What will the German do? Will the Italian continue his Lepanto or hit Austria? The Russo-Turkish alliance, is it solid? I guess we'll have to wait until next issue for the answers.

Cast of Characters

for 1980 AY

GM - Eric Verheiden. One, if not the best GM in the hobby. Eric has done other HA Demo games without a major flaw and this game should be no different.

AUSTRIA - Scott Marley. Scott is the hobby Archivist, IDA Editor and will probably never speak to Eric again for getting him into this game.

ENGLAND - Bernard Sampson. Bernie is a relatively new player, but is a guest GM in Claw & Fang and is active in several games. He also just started publishing his own zine, Torpedo.

FRANCE - Bob Sergeant. Bob is the publisher of the newly revived St. George & The Dragon and also has some responsibility for a newly inflicted ratings system on the hobby.

GERMANY - Lee Kendter. Lee is the new Boardman Numbers Custodian, publishes Why Me? and did wonders with Italy in the last DW game.

ITALY - Hal Norman. Hal is an old-time player from the San Diego crowd of Conrad von Metzke, et al. Although not active recently, he has numerous postal and FTF victories dating back to the 60's.

RUSSIA - Mark Berch. Who? Mark should be known to all as the publisher of Diplomacy Digest, the co-director of the 1979 DipCon and a postal winner as well. He also is the co-editor of Diplomacy World.

TURKEY - Peter Reese. Peter is a newer player, but not as new as he used to be. He has at least one victory and has been doing well in the Claw & Fang Invitational game.

Variant

Compilations

LEW PULSIPHER

Three photo-offset compilations of Diplomacy variants have been printed in the past ten years. The first was the MOW (Michigan Organized Wargamers) Variant Package, now out of print. (MOW was a wargaming club which grew out of Diplomacy fandom; early in the 70's Michigan was one of the most active Diplomacy states.) The second was the Science Fiction and Fantasy Variant Package, a combination of new and old variants. This is still available from the publisher (and designer of some of the variants), Lewis Pulsipher, 700 Morreene Road, Apt. C-11, Durham, NC 27705 for \$3.00. The third compilation, consisting entirely of new variants by Lewis Pulsipher, was professionally published by Strategy Games Ltd. in London in 1978, beating out Rod Walker's Gamers Guide to Diplomacy by a few weeks as the first professional publication about Diplomacy. This booklet, Diplomacy Games and Variants, is available for \$5.50 from Gamescience, 01956 Pass Road, Gulfport, Miss. 39501, or in Britain for 2.45 pounds from Games Centre, 16 Hanway St., London W1A 2LS.

Periodically hobby leaders discuss the idea of publishing another compilation of old variants, as the original MOW Package was arranged, but it seems unlikely that we will ever see another. There is also a small chance that Avalon Hill will publish a variants booklet someday, but this depends, in part, on whether they think there is a market for such items.

Solo Diplomacy & Computers

LEWIS PULSIPHER

In "Computer Diplomacy Players" (DW21) I discussed the possibility of programming a computer to play Diplomacy--not only to adjudicate, but to devise moves and even negotiate. Since then one person has doubted that this is possible while others have worked on an adjudication program. Last issue (DW25) David Dyer talked about his group's program to adjudicate, and Elmer Hinton ("Gamesmasters Publishers Association") has advertised computer adjudicated postal Dip. The completion of these programs--I assume that they are different--is the first step toward Player programs. The Solo Diplomacy rules below are a purely statistical method of determining the orders of units of a country not controlled by a player. It probably can be incorporated into an adjudication program, though the resulting player would be very bad. With the aid of the computer a much more detailed statistical program could be devised, I think, though it would still have many weaknesses.

Since I wrote the article I have read about two Backgammon playing programs. One is more or less statistical, though in a different manner from Solo Diplomacy. Faced with a position and a dice roll, the computer tries each possible move, playing out the rest of the game against itself. After thousands of trials it has determined the proportion of wins to losses resulting from each alternative, thus identifying the best move. (See Games magazine, July/August 1980.) The other program, much more sophisticated, is described in Scientific American (June 1980). The program compares the possible positions resulting from possible moves and judges which is the better without resorting to exhaustive analysis (such as playing out many alternatives). In other words,

the program evaluates the position according to a set of functions valuing the safety of the pieces, extent to which pieces are blocked, and degree to which one player or the other is ahead in the race to bear off pieces. This program defeated the world Backgammon champion 7-1 in a match at Monte Carlo.

I believe some chess programs use a statistical approach like the first Backgammon program. Others may rely on "remembering" expert human analyses of positions, but these would be very vulnerable when faced with unusual positions. Others look for the maximum gain/minimum loss of pieces available in a series of N moves, looking at all possible combinations of moves up to N but not looking beyond that number (discussed briefly in Scientific American).

The creation of Diplomacy Playing programs is not only a challenge to the computer fans among us, it is a means of gaining publicity for our hobby. I suspect that many people who couldn't name a chess champion have heard of computer chess programs (and David Levy's wager challenge). When the first world championship computer Diplomacy tournament takes place it will be an opportunity to gain publicity for Diplomacy in national magazines (especially the Sunday newspaper inserts) which we could never obtain otherwise. Avalon Hill, which has just established a computer game subsidiary, may well be interested, though I cannot see anyone publishing a player program. I wish I had the time and training to delve into this myself.

An important question: are people willing to reveal their adjudication programs to others? How about it Elmer, Dave?

Solo Diplomacy

While working on solitaire versions for two board wargames I've designed it occurred to me that a similar system--dice rolls plus tables or priorities to control non-player units--could be devised for Diplomacy. If you have no FTP opponents, or if you want to practice in tactics, you may find this system useful. Moreover, when you can't muster seven players for a game these non-player rules provide a more active and interesting opponent than a country in civil disorder.

The method requires much dice rolling, even though it is much simpler than what is required to give reasonable moves for a single country. A computer program would be more satisfactory, as I've described in a separate article (DW21). Because the moves are based on the direction of the nearest enemy unit, the method is pretty poor when enemies are in many directions, as in a standard seven player game. It works all right for one vs. one situations, though any human player would do much better. Consequently the non-player forces must heavily outnumber the human's units, as described in the scenarios described at the end of the rules. Nonetheless, I doubt that the non-player will win much against a competent opponent.

When employing these rules, write your own orders first, then write the positions of each non-player unit leaving plenty of room for orders. As you determine the order for each unit write it down. After rolling once for each of them, determine where the moving units go, then look for possible supports and reroll where necessary (explained under Support below). A few "re-rolls" may be necessary. After that all non-player orders should be clear, and you can adjudicate the result. There are special problems with this simple system. A human unit can slip through the non-player line with relative ease and then create a chaotic rear-line situation keeping several non-player units busy. The rules are not sufficiently sophisticated to provide the coordination needed to eliminate such marauders. Consequently you should use a supply route rule to do

away with this aberration, or at least minimize it. For example, adapting the rule from Struggle for Hegemony in Europe from Diplomacy Games and Variants:

"Each Winter each unit which does not have a supply line is removed from the board, but is nevertheless counted in its country's unit total for that Winter. A supply line is a contiguous line of land and sea spaces, unoccupied by an opposing unit, and excluding enemy supply center spaces, of any length; no unoccupied non-center space in the supply line, except the first, may be adjacent to a space occupied by any enemy unit; and the line must lead from the unit being supplied to the capital, or, if the capital has been captured, another home supply center of the unit's country."

This solo method is just a preliminary effort which, I'm sure, can be much improved. I hope that anyone who develops a better system will make it available to DW readers.

General. If there is no opposing unit which can reach the location of the non-player unit (NPU) in two moves, the NPU automatically moves--don't use the orders table.

If the NPU can capture a center for certain, regardless of what the enemy does, and even without support, then if the unit is ordered to move it will take the center (enemy center preferred to a neutral center).

If it is Fall and the NPU is in a center not owned by the non-player, it will not move (in other words, it stays in order to capture the center); if the Orders Table gives a move result, roll again; if another move order results, the unit stands rather than giving support.

Automatic Move. When a fleet automatically moves (see above), half the time it moves to a coastal space, half the time to a sea space. When an army automatically moves, one time in six it will move by convoy if possible.

Moving. When a NPU is ordered to move and none of the above applies, it moves toward the nearest enemy unit or center which can be reached by an accessible

route (that is, armies won't move toward fleets at sea, for example). If two or more are equally near, then the following priority is used:

1. Move toward enemy center
2. Move toward center occupied by unit
3. Move toward unit

If it is still not clear which space is nearer, determine by chance.

Once the nearest space has been determined, roll two dice and consult the Deviation Table to see if the unit deviates from this line. 1L means the unit moves one space to the left of the nearest, from the units point of view. 1R means the unit moves one space to the right, 2L two to the left, 2R two to the right; N means the unit moves to the intended space. When counting left or right don't consider spaces the unit is not supposed to move to, for example coastal spaces when a fleet is ordered to move to a sea space. When counting you may find yourself returning to the original "nearest" space.

For example, if a unit is in Norway and St. Pete is nearest to the enemy, 1L is Sweden, not Barents, 1R is Finland, 2R Sweden, 2R Finland. For a unit in Moscow, with Warsaw nearest to the enemy, 1L is Ukraine, 2L Sevastopol, 1R Livonia, 2R St. Pete.

If a fleet in a coastal space is ordered to "MC", 5 out of 6 times it will move to the space nearer to the enemy, 1 in 6 to the farther (there can be only two choices, of course). However, if it automatically goes there--don't roll for the 5 in 6 chance.

Support. If a unit is ordered to give support, and there is no moving or standing unit which can be supported or no support is conceivably needed, reroll. ("Not conceivably needed" means the moving NPU cannot possibly be stood off by the player, or the defending NPU cannot possibly be dislodged.)

1. If you roll support again, and an enemy is adjacent which could move to the space the NPU occupies, it stands.

2. If you roll support again and the above does not apply, reroll. If you roll again and it comes up support, the unit stands.

If two supports are offered to a unit and only one is conceivably needed, roll the dice to see which is used; the other supporting units gives its support elsewhere or else rerolls as above.

If a unit ordered to support has several choices, roll the dice to determine randomly which unit it supports.

Convoy. If a fleet is ordered to move and an adjacent army is ordered to move by convoy, the fleet convoys instead of moving. If no such fleet is available, the army moves normally.

Retreats. In Fall, a unit is never retreated to an unsupplied position. Priority otherwise is:

1. Enemy supply center
2. Neutral supply center
3. Toward nearest owned center or...
4. Toward nearest own unit, if a unit is closer than a center.

Removals. These are made as provided for in the standard rules.

Builds. A unit is built in the home center nearest the enemy. If two or more centers are equally near the enemy, use the following priority:

1. Near enemy center and unit
2. Near enemy unit not in a center
3. Near vacant enemy center

If it is a coastal center, roll a die to see whether an army or a fleet is built: 1-3 fleet, 4-6 army. For each enemy fleet adjacent to the center subtract one from the roll. For each army adjacent add one to the roll.

General priority of enemy centers. If two enemy centers are equally near, use this priority to determine which is "nearest":

1. Former home center of the non-player
2. Enemy home center
3. Former neutral center
4. Other home center (irrelevant when only two are playing).

SCENARIOS

In the situations given below, the player loses if at any time he has fewer than half as many units as he began with. He wins when he has twice as many as he

started with.

A. One country vs. a combination of three non-player countries. The non-player countries are separate for center counts but otherwise cooperate. Countries not in the immediate area of conflict should be off limits for the entire game. For example, France might fight Germany, Italy and England. Sweden, the Balkans, Austria, Turkey and Russia are off limits.

B. The Carolingians vs. the barbarians (c. 850). Turkey is off limits.

Carolingians: Armies Paris, Belgium, Marseilles, Munich, Rome, Holland. Fleets Venice, Brest.

Barbarians: Fleets St. Pete, Norway, Sweden, Denmark, Edinburgh, Liverpool, Portugal, Tunis, Naples, Greece. Armies in the remaining centers (except Turkey).

C. Germany, late 1940. Turkey is off limits.

Germany: Fleets Kiel, Norway. Armies Belgium, Holland, Munich, Berlin, Warsaw, Vienna, Denmark.

Others: Fleets Edinburgh, London, Brest, St. Pete(sc), Naples, Liverpool. Armies in other centers except no unit in Greece or Bulgaria, and extra armies in Livonia and Ukraina (supplied from Greece and Bulgaria).

D. England besieged, early 1800s.

England: Fleets Liverpool, London, Edinburgh, Tunis. Armies Portugal, Holland.

Besiegers: Fleets Norway, Denmark, Sweden, St. Pete(nc), Brest, Venice, Marseilles, Rome. Armies Kiel, Munich, Belgium, Paris, Spain, Naples, Berlin, Turkey, Balkans, rest of Russia and Austria are all off limits.

Needless to say, these situations are only vaguely based on history.

EXAMPLES OF PLAY

France is the player with F Mid, A Pic, A Mar. England and Germany are the non-players with A Edi, F Lon, F Nth, F Hol, A Kie, A Ruh.

A Edi is more than two moves from the nearest enemy so it automatically moves. There is one chance in six it

will convoy, but the die roll indicates it moves by land. Lpl is "nearest" the enemy; two dice are thrown for deviation, a 6 (1R) results, so Edi moves to Cly.

Army Kiel also moves automatically. Since Denmark is a certain capture, it moves to Den.

Two dice are thrown for the other four units, giving these results:

London MC, North, Holland, Ruhr all S. Wales is nearest coastal space for London. A die is rolled for deviation. A 3 indicates that London moves to the one nearest the player (there were 5 chances in 6), Wales.

The other three units have no moving unit to support. North and Holland do not support each other since neither could conceivably be dislodged. If Edinburgh or London were moving to Yorkshire, North would not support either because no support would be needed. So we roll again:

Ruhr-M North-S Holland-S

Both Belgium and Burgundy are equally distant routes from Ruhr to the enemy, but using the priority given, Paris is "nearer" than Picardy. Burgundy is a shorter route to Paris than is Belgium, so Burgundy is nearest. Two dice for deviation result in 10, no change, so Ruhr moves to Burgundy.

This leaves North and Holland without any support object, so, since no enemy is adjacent, both roll once more:

North-MS Holland-S

Holland stands, having rolled three times with a resultant S and having nothing to support. (Note - for the sake of illustration I have gone through fleet Holland's orders normally; but if it were Fall it would automatically stay in Holland, an uncaptured center, and offer support.)

English Channel is the nearest sea space for North. However, Norway is a certain capture, so because North was ordered to move, regardless of whether it was ordered to sea or coast, it captures Norway. If Norway were off limits or already owned by the non-players, and two dice resulted in a 7 for deviation (1L), North would move to Heligoland.

This gives the final result:

A Edi-Cly; F Lon-Wal; A Kie-Den; A Ruh-Bur; F Nth-Nwy; F Hol H.

Why I Publish

JIM BENES

It all started one winter day in 1971. I was lounging around with a group of buddies, and we were trying to think of something to do with ourselves. The weather was messy, discouraging travel. Besides, there was nothing worth seeing at any of the local theaters. We didn't feel like playing cards. Besides, the dullest member of the group usually always won anyway, displaying the excruciating habit of showing three kings or a flush and asking, "Is this any good?" Our tabletop sports leagues still were some months in the future.

Boredom was creeping in on little cats' paws. We needed some idea, something that would suit the natural imagination and creativity of this group. Something that would be stimulating and interesting.

We decided to publish a newspaper about ourselves. Thus was born the Western Star-Post-Free Press, a weekly compendium of garbage, satire (its life-blood), real news and views, and game results. It started meekly, as but a number of carbon copies. But soon it graduated to the mimeograph machine and has been put out weekly fairly regularly ever since. As one west coast wag put it in the STAR's early days "Each week this rag rises out of a vat of ink." And so it has.

It was only natural, since I had assumed responsibility for the production of the paper, that I include a Diplomacy

magazine supplement. Actually, Joe Antosiak (ANSCHLUSS of the early 1970's) was the guy who gave me the impetus to start DIPPY; it was he who introduced me to the game of Diplomacy, and later to Diplomacy's creator, Allan Calhamer. Joe still gets the STAR, but I doubt that he plays much Diplomacy any more.

Anyway, late in 1972 DIPPY appeared and requests were made for Diplomacy players. The first game in DIPPY was 1973E. The winner was Chic Hilliker of Indiana who played England. He accumulated 18 centers in 1911.

Now DIPPY is running its 14th, 15th, 16th and 17th games. I've never liked the idea of running a lot of games. It's too much work, and with fewer games I've been able to strike up some acquaintances and friendships with some players and other publishers. And, remember, DIPPY still accompanies a weekly STAR which is work unto itself.

Actually, publishing the STAR every single week may in a way have helped DIPPY in its reputation for regularity. (and some thought prunes were responsible). Publishing the STAR like clockwork has become a habit. Sometimes it's been boring, sometimes a real joy, and sometimes just a responsibility to all of those people who submit articles for publication. But every week, that paper goes into the mail, and every three weeks, with a few exceptions, DIPPY accompanies the STAR.

So yes, publishing Diplomacy has gotten to be a habit with me. I've met some good people doing it. I've learned a few things about keeping records straight (poor Joel Klein of New York State, I infuriated him by sending him a renewal notice just after he had sent me some money. That's got to be my most embarrassing mistake). And I've enjoyed watching as the various players have manipulated, plotted, schemed, or just messed up.

DIPPY isn't slick. It isn't very big: if the readership were 75 or 100, I probably couldn't maintain it. But I get some satisfaction out of trying, at least, to do a competent, regular job for those players who put their faith in me as the Gamesmaster.

A Publishing

Philosophy

DOUG BEYERLEIN

The publisher is king in the world of postal Diplomacy. He runs his zine on his schedule, sets his own subscription rates, and writes his own house rules. Sounds like a good life, doesn't it? Add to the above the fact that the zine is an excellent place to conduct a discussion of one's own pet ideas and beliefs (where the publisher/editor always has the last word). Top it all off with the feeling of power in seeing one's name in print in one's own and other zines (publishers have high visibility) and it is no wonder that every year many novices give publishing a try.

Unfortunately the life of a postal Diplomacy publisher is not as glamorous as it seems. Publishing a zine takes time and money. Games must be adjudicated shortly after the deadline. The zine (2-10 pages per issue) must be typed. Usually each issue includes a letter column exchanging ideas or an article or two by the publisher to entertain his readers. After the masters are typed the printing, collating, addressing and mailing all must be completed in a quick fashion to get the zine out to the players in plenty of time before the next deadline. From start to finish this entire process can last anywhere from a day to a weekend to a week. Now repeat the process every three weeks or once a month for a minimum of two years -- the length of time to gamesmaster a postal Diplomacy game from start to finish. The novelty quickly wears thin and the issue-to-issue drudgery and hard work of publishing a postal Diplomacy zine becomes increasingly apparent.

But what about the financial rewards? You have to be kidding! They don't exist.

It is rare when a publisher's expenses (printing equipment, paper, postage, etc.) are exceeded by his income from game fees and subscriptions. In fact, most publishers could double their fees and still not make any money off of publishing a postal Diplomacy zine. And that does not even take into account all of the publishers' donated labor hours.

It is a depressing fact that most new publishers only come to realize the time and money commitment of publishing after they have started a half or dozen new games. Then as the glamour of publishing fades so does their interest. When the fun ends the zine ends. The publisher is left with guilty feelings (which is why he never tells anyone that the zine is folding) and someone's subscription money, but neither last long. Soon the publisher (now ex-publisher) is on to try another new experience in life. His zine, players and games are all behind him now.

That is the problem. When a publisher vanishes from the scene the players lose. It has been that way since the start of the hobby and it is going to continue to be that way as long as postal Diplomacy is an amateur hobby. The only one who makes money from this hobby is the USPS.

Now what can we, as players, do to protect ourselves against drop-out publishers? As a postal Diplomacy player since 1966, I have developed some guidelines that have helped to protect me.

1. See a sample first. Always ask for a sample copy of a zine from its publisher before sending any money. Also ask for a copy of the house rules. (Send the publisher a couple of stamps to help defray his postage costs.) Read the zine and the house rules carefully and check the gamesmastering. Do you like what you see?

2. Subscribe before playing. Find out if the publisher stays on schedule or is he erratic. Continue to evaluate his gamesmastering and maybe even volunteer to be a stand-by before signing up for a new game.

3. Once you are in a game keep track of deadlines. If the zine is overdue write

or phone the publisher/gamesmaster. Contact other players. Try to find out what is happening. If the zine is late by a month or more and the publisher is not answering your inquiries satisfactorily get together with the other players and find a new home for your game. If they don't move with satisfactory speed contact a friendly publisher you know and ask him to take over the game.

By following these guidelines a player can do much to minimize problems with publishers. But that is only half of the battle. The other half is how can novices avoid publishing pitfalls?

The easiest way to avoid the pitfalls of publishing is not to publish. Don't get started unless you know you have the time and money not only to get started -- but to also keep going for at least the next three years. Because of the need to make this multi-year commitment I strongly advise anyone in high school or college not to start a zine.

Gamesmaster orphan games. Anyone can start a new game, but how many publishers gamesmaster them to completion? Not enough. Take civic responsibility in your hobby and complete what others started. The players will thank you for it.

My last piece of advise to novice publishers is to publish less. If you feel capable of publishing a ten-page zine every three weeks publish only six-pages instead. In other words, pace yourself. I have a theory that the number of pages a publisher will publish in his postal Diplomacy career is constant (that is, a fixed number). For someone like John Boardman it may be a million pages, but for someone like Doug Beyerlein it may be only 100, or 500. Your readers will be a lot happier to see your small zine come out regularly over the next five years than to be overwhelmed with size and then silence.

I have developed most of the ideas presented in this article the hard way. I started a zine while in high school and it lasted one year. Today (12 years later) I publish a one-page zine that runs only orphan games. It has been going strong since 1974. I know how much I can handle, do you?

ON FRAUD!

"El-Merhani"

"Truth lies within a little & certain compass, but error is immense."
--Bolingbroke, REFLECTIONS UPON EXILE

Not so long ago Andy Young was canned as Ambassador to the UN, and Cyrus Vance took the fall. You may recall the editorial cartoon by Mauldin (re-printed on an Urf Durfal cover) which showed two old men in a club's reading room. One was laughing like an experienced old statesman, "You mean they sacked a diplomat for lying?"

Diplomacy and its variants depend on the false view of reality; the misinterpretations by the other side which are then exploited; the subtle "signals" (read: moves), and the ability of diplomats to react for their own best interests.

I have been struck, however, both as a player and as a gamesmaster, at the extent to which Dippy players will go, and also at the extra-ordinary odds in favor of their being found out.

I won't here address the typical lie in Dippy. Let me only cite my first game which a friendly group of co-workers started on a scale somewhere between FTF and postal dip. Interoffice phones and

courier mail were used as well as personal conferences, phone calls at home and even messages one of the players carried to the great City of Brooklyn where one of the players outside the office lived. That player in fact had Austria. He had deals going with every neighboring Power. Italy uncovered this in the normal course of exploratory talks. Italy's cries of contradictory statements from Austria were heard by everyone and Austria was ganged up on and was the first out of the game.

This little occurrence points up the element of human agency, which somehow was aligned as "the Infrastructure" during the last real War. People will act in their own best interests; in Dippy, the people, as players and powers, will react to save their own skin.

But how far can you stretch the truth? What is the ethics of the game in which everything is permitted when you speak or write? The last word has not been spoken on postal forgery, or even the immorality of Xeroxing a letter and sending it to a third person.

It came my turn to GM one of our friendly office games of Diplomacy. I don't expect anything but lies as a player -- I admire a clever forged magazine -- but one draws the line at lying to the GM.

In the game I was GMing someone (not one of the players, but a co-worker) forged the English player's moves, just capturing her style, using an office typewriter and warning the GM that if she should happen to phone in moves, it would be part of an "insurance policy" arrangement and there would be another player listening to her phoned-in "phoney moves", which I could disregard. Or so the letter said.

A few simple questions on phoning back to verify the later showed up the fraud. It was a worthy fraud, with England attacking three Powers at once, including a stab on her ally, France. After her initial outrage, England agreed that the fake moves were even better than her own.

Now we come to a Youngstown game in

progress. As one of the players I am in phone range of a number of the YV players, one of whom is a pubber of a zine featuring other Dip variants. I'm chummy with that pubber and he plays in this game a Power quite distant from me. He asked, "Had I heard from X? Everybody says he's quite young, but no one has heard much from him. What's happening in your theater of war?"

Because I tend to play pretty much a straight game, (I smile when I draw my dagger) I wanted to find out more about player X. Possibly I could psyche him out. Not that I wanted to take advantage of a green player...

Three days before Spring '01 deadline I was frantic. I sent X a postcard reminding him of the deadline and listing my phone number. He called. He was elusive and said he liked to have a stand-off at the beginning rather than making any alliances. Of course, he was allied with another player.

After the spring moves were out I wrote X. He replied that he had not received the mine and made some more elusive comments. I passed this info on to the distant Powers who I spoke of earlier. One of the continental Powers then received from the post office one of his letters to X. This returned letter had a forwarding address on it for a well-known player printed in the forwarding label.

It took a little probing, but the post office had come through for once, by making the mistake of sending a forwarded letter back to the original sender. Confronted with the facts, Mr. X confessed and apologized.

Now what did he get out of it? Delays in the mail and his false name and address will go down as the joke of 1980 that back-fired.

((This article brings out a couple of points that I am going to let you think about. At what point does the game end? Is anything legal? Consider for a moment the examples in the above article, are the actions described above legal because anything is legal or does making the games-master part of the game go beyond the limits of the game? Your opinions on this matter are requested. -JHJ))



DragonTeeth

Rating

System

STEVE MCLENDON

DragonTeeth is a rating system for postal Diplomacy games, maintained exclusively for Diplomacy World by Steve McLendon, Box 57066, Webster, TX 77598. Consideration is given not only to wins and draws, but also how close a player comes to those ideals, and how soon he is eliminated.

A description of how scores are computed is given below. A listing of the guidelines used in not rating games and players is included as a statement of intention to all gamesmasters and players. Please note that it is not meant to control gamesmaster policy or the course of any postal games. The players may have any game conclusion or conduct they wish. However, for a particular game to be rated it must conform to the criteria described below. If it does not, then potential scores are compromised by games with radically different procedures or means of coming to a final conclusion.

For A Win: 34 points + 1 point/center
(up to 18)

For A Draw: 34 points/player in the draw
+ 1 point/center

For Survival: 1 point/center

For Elimination:

- 8 points if first eliminated
- 6 points if second eliminated
- 4 points if third eliminated
- 2 points if fourth eliminated
- 0 points if fifth eliminated
- 0 points if sixth eliminated
- 0 points if seventh eliminated

Elimination refers to player elimination, not necessarily country elimination. If a player drops his position then he has, in effect, eliminated himself from the game. Thus, if a player drops his position at the end of 1901, his score will be -8 (if he was the first player out) regardless of how his country does thereafter.

A player who resigns his position (notifies the GM and sends in a final set of orders) is treated somewhat differently. It is recognized that a player might have legitimate reasons for resigning

from a game, yet it cannot be a loophole by which a player can avoid a poor score. This does require some judgement, but three main criteria are used in determining the validity of a resignation:

1. The player resigns with four or more units
2. His country has not lost centers in the year that he resigned from the previous year
3. He resigned the same year the game was orphaned

Another aspect of the DTRS is that it does not rate standbys (exception: see Rule 13). The DTRS rates only starting players. I believe that one cannot, with any accuracy, rate a standby player against a starting player. The game situations for the two are completely different.

DTRS also does not rate inactive players. An inactive player (for the DTRS scoring system) is a player who has not completed a game as a starting player for the past two years. When a player is declared "inactive", he is removed from the rating list and his card is placed in the Inactive File. After four years of inactivity, the player's card is thrown away. If a player's card is placed in the Inactive File and he then subsequently finishes a game, he will be put back on the active rating list. But if a player's card is thrown out due to a four year lapse of play, he has to start his rating all over again.

DRAGONSTEETH GAME AND PLAYER RATING CRITERIA

1. Only games reported in Everything, the official publication of the Boardman No. Custodian, will be rated.

2. A game will not be rated if it uses a variant of the Diplomacy board, has less than 7 starting players, or has gross variations of the Rulebook.
3. A game will not be rated if one or more full game years are played face-to-face.
4. A game will not be rated if all the players are from the same locale, generally from the same state.
5. A game will not be rated if the GM is a player.
6. A game will not be rated if it is concluded because of a time limit.
7. A game will not be rated if one player has played 2 or more countries in that game and he has played more than one game year at each position.
8. A game will not be rated if there is a voted draw before the end of 1904.
9. A game will not be rated if the GM enlists substitutes for countries with 5 or less centers but lets another country with 5 or more centers go into civil disorder.
10. A game will not be rated if there is a voted win to a player with less than 11 centers.
11. A game will not be rated if 12 or more units are in civil disorder.
12. A player must have actively played at least 80% of the total game years before he can receive credit for a win or a draw.
13. A standby will be rated for a game if he took over the position in 1901 and he wins or draws.

Score		Win	2D	3D	4D	5D	6D	7D	
9.14	FRANCE	71	35	48	45	19	3	1	(151 draws)
8.85	RUSSIA	115	30	32	24	15	3	1	(105 draws)
8.50	ENGLAND	71	31	48	47	20	3	1	(150 draws)
7.26	TURKEY	66	26	44	35	16	1	1	(123 draws)
6.52	GERMANY	72	38	42	29	19	3	1	(132 draws)
5.77	AUSTRIA	70	24	27	30	17	2	1	(100 draws)
5.17	ITALY	50	20	32	30	19	1	1	(104 draws)
		515	102	91	60	25	3	1	

TOP BOARD

Rank	Score	N	Player
1	48.41	8	Dave Crockett (8W)
2	30.36	3	Ralph Horton (2W)
3	28.82	3	Tom Thorsen (2W)
4	28.14	5	Konrad Baumeister (2W)
5	27.35	3	Arnold Vagts (2W)
6	27.07	12	Dave Ditter (4W)
7	26.77	9	Tom Ripper (3W)

SECOND BOARD

8	26.56	5	Trevor Baille (3W)
9	26.56	5	Drew McGee (3W)
10	25.22	21	Lee Kendter Sr. (6W)
11	24.38	4	Mark Berch (2W)
12	24.34	17	Joel Klein (4W)
13	24.27	11	Mike Lariton (4W)
14	24.14	9	Randolph Smyth (4W)

The rest of us:

15	23.26	14	Blair Cusack (5W)
16	22.88	3	Paul Thomas (2W)
17	22.02	22	Steve McLendon (6W)
18	21.89	46	Ron Kelly (11W)
19	21.75	7	John Fleming (3W)
20	21.02	9	John Michalski (2W)
21	20.62	4	Peter Reese (1W)
22	19.50	6	Gary Kilbride (3W)
23	19.49	3	Tom Kissner (1W)
24	19.43	13	Bob Sergeant (3W)
25	19.38	2	H.D. Bassett (1W)
26	19.34	5	Dan MacLellan
27	19.28	8	Harry Drews (1W)
28	18.79	11	Eric Verheiden (2W)
29	18.62	4	Alan Rowland (2W)
30	18.48	3	Roland Straten (1W)
31	18.45	4	Cliff Handisty
32	18.43	5	Jack Branner (2W)
33	18.18	12	John Stevens (2W)
34	17.82	3	Larry Bresslour (1W)
35	17.62	12	Zane Parks (1W)
36	17.45	3	Steve Decker (1W)
37	17.12	4	Brian Johnston
38	17.11	5	Robert Correil (1W)
39	16.57	3	David Hertz (1W)
40	16.49	8	Bill Young (2W)

41	16.47	8	Mark Zimmerman (1W)
42	16.42	4	Roland Prevot
43	15.85	7	Rick Kassel (1W)
44	15.51	3	Arnold Trembly (1W)
45	15.47	9	Ieland Harnon (1W)
46	15.40	3	Fred Bollen (1W)
47	14.81	3	Tony Watson (1W)
48	14.79	2	Lyle Marshall
	14.79	2	Stefan Dour (1W)
50	14.31	4	Dennis Goldston
51	14.14	9	Frank McIlvaine (1W)
52	13.97	3	Mike Dominskyj (1W)
53	13.77	2	Bill Byrg (1W)
	13.77	2	James Cleaveland (1W)
55	13.59	4	David Malmquist (2W)
	13.59	7	Don Blasland
57	13.46	5	Bob Bawtinheimer (1W)
58	13.34	9	Don Ditter (1W)
59	13.26	2	Bruce Coy (1W)
	13.26	2	Tom Scheben (1W)
61	13.18	13	John Newwig (3W)
62	13.12	9	Tom Slaughter (2W)
63	12.75	3	John Maiky (1W)
	12.75	2	Chuck Spieckermann (1W)
65	12.70	2	Jeff Power
66	12.66	7	Robert Gallagher
67	12.65	6	Bob Beardsley (1W)
68	12.35	4	David Reynolds (1W)
69	11.82	6	John Caruso
70	11.73	2	Bob Eckert (1W)
71	11.66	3	Baldwin Minton (1W)
	11.66	3	Wescoe McPherron (1W)
73	11.64	5	John Raker
74	11.55	4	Tad Holcombe (1W)
75	11.22	3	Robert Eisen (1W)

A player's score is determined by the following equation:

$$S = \frac{P}{N} \left[1 - (.7)^N \right]$$

where S = player's average score

P = total number of points accumulated

N = total number of games played as a starting player

The factor $[1 - (.7)^N]$ is a correction factor for the wide variances that occur in the average scores of players rated on the basis of but a few games; it approaches one as N increases - reaching .92 when N=7, and .99 when N=12. Only players which have completed two or more games are

listed in the player ratings.

It is interesting to note that no one has won games with all seven countries. A player may have 2 or 3 French wins, a Russian win, and so forth. And some players play extremely well with a particular country. I think the ultimate demonstration game would be between those players who are the best at a particular country. Take the person who has played Russia the best, the player who has played Italy the best, and so forth. And let them play that country in a demo game.

I have gone through my files to come up with the best players for each of the seven countries. In the following list, "N" is the number of times the player has played that particular country; P would be the total number of points accumulated playing that country.

AUSTRIA

1	31.45	4	Ron Kelly (3W)
2	18.23	2	Harry Drews (1W)
3	17.67	2	Randolph Smyth (1W)

ENGLAND

1	34.32	3	Dave Crockett (3W)
2	21.34	3	Tom Slaughter (2W)
3	18.69	2	Joel Klein (1W)

FRANCE

1	26.52	2	Dave Crockett (2W)
2	17.05	3	Lee Kendter Sr.
3	16.83	2	Bob Sergeant (1W)

GERMANY

1	32.46	6	Steve McLendon (4W)
2	31.54	5	Joel Klein (3W)
3	25.71	9	Ron Kelly (2W)

ITALY

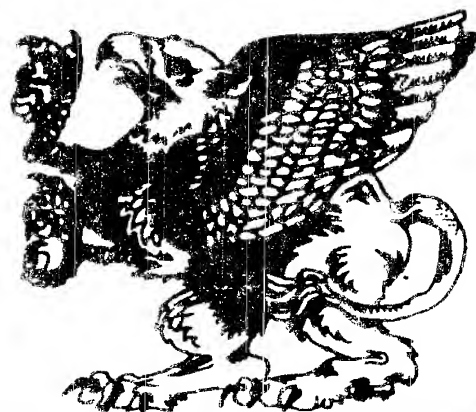
1	23.54	3	Mark Berch
2	18.31	2	Bob Bawtinheimer (1W)
3	16.36	3	Mike Lariton (1W)

RUSSIA

1	36.79	10	Ron Kelly (6W)
2	26.52	2	Eric Verheiden (2W)
3	26.03	3	Dave Ditter (2W)

TURKEY

1	32.93	4	Lee Kendter Sr. (3W)
2	28.23	3	John Weswig (2W)
3	15.69	5	Steve McLendon (1W)



GRYPHON

THE FORUM OF FANTASY &
SCIENCE FICTION GAMING

Are you aware of the many new Science Fiction and Fantasy Game titles now on the market? Do you have trouble keeping up with all these new Fantasy or Science Fiction Games? Have you recently purchased a new game and were disappointed in it, wishing that you could have had a better idea of how it played before you spent your hard-earned money? Wouldn't it have been great if there was a magazine like F&M which provided reviews of Science Fiction and Fantasy Games, providing more information and guiding you in finding the game you really want to buy? While we're imagining, wouldn't it be great if that magazine also provided intelligent articles on how to better play Science Fiction and Fantasy Role Playing and Board Games?

Well, that magazine is coming! Titled GRYPHON, this new Science Fiction and Fantasy magazine will be brought to you by the same company which produces FIRE & MOVEMENT, the award-winning "consumer's guide" of Board Wargaming.

If your hobby includes Science Fiction and Fantasy Gaming, this is one magazine you won't want to miss. GRYPHON will be released in the summer of 1980, and you can now reserve a sample copy, or place a trial subscription for GRYPHON. In the United States, sample copies are \$2.50 each, and a four-issue trial subscription is \$9.00. Available from:

BARON PUBLISHING COMPANY
P.O. Box 820F
La Puente, California
91747

What Do I Do Now?

BOB SERGEANT

So, you're in your first postal game. You get your, and my, favorite country, England. You and France got together and quickly eliminated Germany. France is shifting towards Italy, or what remains of it. Austria and Russia have eliminated Turkey rather quickly and most of Italy is gone. So you write to Austria and say, "Hey, let's both attack our allies. I'll hit Russia in the North while you hit him in the South and the same for France." Then, you proceed to attack France while Austria attacks Russia. Right? Wrong. You attack France; Austria and Russia stick together, Austria pushes you out of Germany; Russia pushes you out of Scandinavia and France suicides against you because of your stab.

What went wrong? Your offer was good. The tactics and strategy were good. The problem was your timing. Although it seems reasonable to handle one enemy at a time, Diplomacy does not always work that way. It is true, you can sometimes find a player who will agree to stab his ally while you stab yours, but he is the exception. Most times, when you make the above offer, whether you intend to really stab your ally or not, the opposing alliance will not split.

The reason for this is Diplomacy is a game of trust, strange as it sounds. You will often see the same players ally with each other from game to game; they are not, at least not consciously, playing cross-game alliances. They ally with each other because they know how much they can trust each other. A new player is an uncertain factor.

A similar situation is reflected in our example game. Russia and Austria have worked together to eliminate Turkey. They have established some amount of trust in each other, and they know they can work together. You are the unknown factor. You are working at a disadvantage, trying to get two allies to split and get one of them to co-operate with you. But if you don't, the game will

probably end up in a large (4-way) draw. So what do you do now?

Actually, the time to ask that question is when you first get the game assignment. Perhaps you have already heard the advice that as England your first letter should be to Turkey. That is untrue. As England, your first two letters had better be to France and Germany because they are certainly going to be writing each other, and you can't afford to lose time. And you must be writing Russia because although it is unlikely that Russia will move A Mex-StP, it does happen, and you would like to ensure it doesn't happen in this game.

But what about writing Italy, Austria and Turkey? Although they each can give you a limited amount of help, they are not as vital as the other three. So you can put off writing them until you need them. Right? Wrong again. The time to be writing Italy, Austria and Turkey is Spring, 1901. Just as soon as your first three letters are finished. What do you say? Well, you don't have any information, but you can offer a trade of information. But more than that, these are people who, presumably, want to get to know some other people. So, get to know them. Tell them a little about yourself. What you do, what you like, why you play Diplomacy, other hobbies, Dog's name, etc.

What if you only get a brief response, or even worse, none at all? Pretend you did. Make a point to write as soon as you get Fall, 1901 if you have no other reason to write earlier. Write as though you are friends with the recipient - but don't get familiar. Players who respond to a friendly tone will resent a player who takes too familiar a tone. Eventually, one or more will respond in kind. People who play Diplomacy like people. They may like to argue, but they like the inter-personal relationships that do not usually occur in hex playing.

The reason you are doing this is to lay the groundwork for the middle game. You want to pick someone on the "other

side of the board" as your ally for the middle game. So after you have made your choice, and he, or she, is responding in a friendly manner, broach the subject of the future stab of allies. Do this at least two game years before the stab will happen. Confide somewhat in your future ally. Let him know a little of your, and your present ally's strategy. Talk to him as if he is part of your present activity. Do not disparage your present ally. Your future ally may wonder what you say about him. Gain his confidence and get him to regard himself as your ally. Not your future ally, but your present ally. He will begin to feel he can stab the person he has been working with, and the way to do that is to get him to trust you more.

Now, as England, whom do you pick as your ally on the "other side of the board", Austria, Russia or Turkey, or maybe even Italy? This is the wrong question. The proper question is "Who do you want as your ally?" The answer is one member of the successful alliance on the other side. And in 1901, you simply don't know who that will be. It does you no good to build a budding friendship with Austria if there is a Russo-Turkish alliance, other than the friendship itself. Keep an eye on what is developing. If Turkey is in trouble, while you might try to promote a switch on the part of Russia or Austria, you are facing the same problem you had in the beginning. Austria and Russia are more closely allied with each other than either is with you.

You need to keep a cordial correspondence going with everyone until you can tell who will be useful. At that time, you may, if you wish drop your correspondence with dying countries.

The important thing is to start laying your plans early. And while it's always proper to try to engineer the situation you want, it's often easier to "go with the flow". Always be sure you are writing regularly to one member of an opposing alliance. And if you have been doing it from the start you have a better chance of not having to settle for large draws.

WANTED...

FACE-TO-FACE DIPPY, FRP and board gamers are welcome to attend meetings of the So. Jersey Wargamer's Association, which meets twice weekly. For more information, call or write Henry Riehl, 905 Zion Rd., Mays Landing, NJ 08330. Phone: (609) 927-3799.

DIPLOMACY WORLD FTF TOURNAMENT. DW will be holding a FTF Tournament in February. (Date to be announced later.) Before I can make the final arrangements I need to get a feeling for the number of players in attendance, so if you feel that you might be able to attend will you please call or drop me a postcard. Thanx, Jerry Jones, 1854 Wagner St., Pasadena, CA 91107. (213) 449-0982.

FACE-TO-FACE opponents for Diplomacy and other AH games are desperately needed. Will PBM. Contact Ken Ward, 405 Hannibal Hamlin Hall, University of Maine, Orono, ME 04469 or phone (207) 581-7116.

(From page 16)

do in another game? You can't. Make an ally in game A and you've probably got that same ally should you ever meet him again in another game (and the same goes for enemies as well).

So to summarize my philosophy of Diplomacy you can say - Either you win or you lose, there is no middle ground and everything you do in one game stands a good chance of being remembered in another game. So when I am in another game everyone will remember that I lost this one.

((As some of you may or may not know, DIPLOMACY WORLD is not the only thing I publish. I also run a PBM baseball league and a Diplomacy zine, Lies, Deceit and Nefarious Schemes. LDNS is noted for a few things; misspelled words, plugging a zine after it has folded, a Bingo game, and a few things I care not to remember. But one of the things that was in LDNS that I am proud of is the following article penned by my wife and myself. I think that it is worth repeating--JHJ))

Dip Widow

PATRICIA JONES

I don't like to make waves but I do not think that I can keep quiet any longer. I have taken all the abuse that I can stand. I have heard about all the oppressed minorities but I have yet to hear anyone speak up for the most deprived minority of them all, "The Diplomacy Widow". When I heard that my husband was going to get involved with Diplomacy I was all for it at first. I had just gotten over being a golf widow and I felt that with him playing Diplomacy, at least he would be home for a while. Now I wish he'd go shoot a round of golf!

It started simple enough. "I'm going to sign up for one game and see how it goes." (Heard that one before girls?) "You know honey, one game moves too slow. Think I'll sign up for another. Wow, look at this! I just got seven zines in the mail and they all have game openings. Which one should I choose?" Then I made my fatal mistake. I told him that I didn't know the difference between them so I couldn't advise him which one to choose. So what does he do? You guessed it, he signed up for all seven! It has been downhill since then. The next thing you know I'm sitting at a typewriter while he dresses up like Hitler and dictates to me and he gets irritable if I go too slow.

If we are both home when the mailman comes, he threatens to break my legs if I so much as make a move to the door.

Then comes the onslaught. The pattern is always the same. First he makes some snide remark about how all of the mail was for him and that I didn't get any. Then he opens up a letter and reads it with an evil grin on his face and the next thing you know he is screaming at me, "WHAT KIND OF A POOL DOES HE THINK I AM?" And then he whips out this funny looking board with a lot of wooden blocks on it, threatens the cat if she makes one move towards the board, and then he goes into a fit trying to make me see why the Black Sea must be Russian. Oh, should I look away for a moment all hell breaks loose. "The world is crumbling at my feet and you don't care! What kind of a wife are you?"

But I guess it isn't really all that bad. It couldn't be. Since he began playing Diplomacy I have gotten pregnant. It happened the day army Warsaw moved into Galicia, whatever the hell that means. And finally I don't care what he says, Allan Calhamer Jones is a crummy name for a girl!

Important

ALL SUBSCRIBERS PLEASE NOTE:
The number on your address label is the issue your subscription expires. Those that have an asterik indicates the old rate and you have been credited with three issues. If you wish to renew, the forth issue will be sent for \$1.00.

BACK ISSUES

Back Issues of DIPLOMACY WORLD are available but supplies are limited. Issues 1-6, 12 and 20 are out of print altogether. Issues 7-11 and 13-19 are available from Walter Buchanan, 3025 W. 250 North, Lebanon, IN 46052. Cost for these are \$1.25.

Issues 21-25 may be obtained from Jerry Jones, 1854 Wagner Street, Pasadena, CA 91107. Issues 21-23 cost \$1.25 and issues 24-25 cost \$1.50.

John Leeder's

NA Zine Poll - Top Ten

JERRY JONES.

The votes are in and tallied and we have the results. The turnout increased again this year with 93 ballots cast. This is a 29% increase from last year. Here is the top ten zines as they finished in the poll and the top ten GM's as voted by you, the players.

Contacting any one or more of these zines is a good way to find a game in a quality zine. I would like to remind you that when you are asking for a sample copy you should always enclose a stamp (28¢ worth to be safe). Always, that is, except for Canadian zines. U.S. stamps are worthless to Canadian publishers. I will make an offer to all Canadian publishers that I will purchase from them all U.S. postage that they receive as long as it is not "glued" to an envelope. Gee, I'm swell!

1. FOL SI FIE Randolph Smyth (275 - 3rd St., S.E., #314, Medicine Hat, Alberta, T1A 0G4 Canada). Fol Si Fie finished eleventh last year and moves up to first place with 29 people voting, which is a high number of people voting. A quality zine with the top ranking.
2. VOLKERWANDERUNG Robert Arnett (1500 Waterway Circle, Chesapeake, VA 23320). One of the five new zines to make the top ten, Volkerwanderung has had as many fakes produced as it has had real issues. And you know what they say about imitation.
3. THE NATIONAL The National is not even a game zine but made it as the third best liked zine in North America. It is primarily the public organ for the Canadian Diplomacy Organization (CDO).
4. DIPLOMACY WORLD Another non-game zine that made it to the top ten. DW moved up from the fifth spot last year to fourth this year and I thank everyone who voted for DW for your support.
5. EMHAIN MACHA Michael Mills (1585 Quaker Rd., Macedon, NY 14502) Here is another of the fine new zines to make the top ten the first time that it is on the poll. EM has a variant game flair to the zine and keeps improving all the time.
6. POLITICIAN Konrad Baumeister (11416 Parkview Lane, Hales Corners, WI 53130). Strickly a zine that carries variants and variants alone. Konrad also publishes Eggnog (which finished 17th). I believe that Konrad is winding out of the hobby and there may not be any openings in either zine. If this is true we will have lost another outstanding individual to the hobby.

7. WHY ME? Lee Kendter Sr. (4347 Benner St., Philadelphia, PA 19135).
Lee is one of the Grand Ol' Masters of the game and Why Me? reflects his knowledge and abilities of Diplomacy. You get the feeling that Lee publishes Why Me? as a zine that he would like to play in and each issue retains the quality of the last. One of my personal favorites.
8. BRUTUS BULLETIN John Michalski (Rt. 10, Box 526Q, Moore, OK 73165).
What can I say about BB that hasn't been said before (and some of it I can't print in a family magazine). If you like fast games, lots of reading material, and loads of controversy, then you must get BB. Even if you don't like those things you should look into BB, then you can be one of those people creating some of the controversy.
9. THE DRAGON & THE LAMB Steve McLendon (Box 57066, Wester, TX 77598).
TD&TL is one of the things to come out of Texas that makes you glad that the Mexicans didn't win. Steve is a top-notch publisher and by being placed 9th on the poll just proves how close the top ten zines are. TD&TL is a light digest-sized zine that is as much fun to read as it is to play in.
10. VOICE OF DOOM Bruce Linsey (Bldg. 11, Apt. 21, Leisureville, Watervliet, NY 12189). VoD rounds out the top ten as the fifth new zine on the poll to make the top ten. VoD always has plenty to read and carries material that sometimes causes some hobby controversy. Bruce (or as he calls himself, BRUX) seems to have a knack for saying the wrong thing at the wrong time which causes for some interesting reading.

Congratulations to each and every zine that made the top ten. There are some outstanding zines that didn't make the top ten, and I wish we had the space to list all of them. Most of you will never know how much work, sweat and money go into making a zine and how much more of work, sweat and money it takes to produce a zine that is liked enough to make it to the top ten. I know, and I admire each and everyone of them.

Here is a listing of the top ten gamesmasters as voted by the players. I will note the zine he GM's for after his name. GGM indicates that he is primarily a guest-gamesmaster.

1. Don Ditter - GGM
2. Eric Verheiden - GGM, Diplomacy World Gamesmaster
3. Doug Beyerlein - EFGIART
4. John Daly - The Dogs of War
5. Steve Heinowski - TERRAN
6. Robert Sergeant - St. George and the Dragon
7. Bob Osuch - GGM
8. Lee Kendter, Sr. - Why Me?
9. John Leeder - Runestone
10. Roy Hendricks - Envoy

It is interesting to note that only one, Lee Kendter Sr. was voted in the top ten as a publisher and as a gamesmaster. Here again I congratulate all of the above for their outstanding work for it is the skills of the quality GM's that make for a good game and after all, that's why we're here, isn't it?

Qué Pasa?

. This is from BOAST #151 (Herb Barents, 142 S. 96th Avenue, Zeeland, MI 49464).
DIPCON ANNOUNCEMENT The committee of 1/2/3 have selected Origins '81 to host DipCon XIV. This event will be put on by the folks at PacifiCon and it will be held on the 4th of July weekend in the San Francisco area.

That's double good news for me, having DipCon and Origins both on the West Coast. Hope to see you there.

. I have it on good authority that the Novice Package, compiled by Bruce Lindsey, is just about ready for mailing. I understand it to be 32 pages in length and covers just about everything. You can reserve your copy by writing Bruce at Bldg. 11, Apt. 21, Leisureville, Watervliet, NY 12189. I do not know of the cost for this package at this time.

. As you read earlier, Don Horton is closing down the presses for his zine, Clash & Fang, after issue 124. Once again I offer my best to Don for the future.

Another fine publisher is leaving the ranks. Konrad Baumeister is joining the list of ex publishers very soon. Konrad has been around as a player and publisher for a long, long time and while Konrad and I agreed on very few things, I am going to miss the friendly discussions we would have on various subjects. Best of luck, Konrad.

. You read about the NADF in the last issue of DW and I have the news from Mark Berch that Rod Walker has been named President of the NADF. Seeing how the NADF was Rod's doing, I can't think of a better choice.

. This issue's "I Think I'll Do Something Different" award has to go to Andy Schett (3025 N. Davlin Ct., Chicago, IL 60618). Andy publishes a zine called

Cheesecake. Cheesecake is naturally a first class zine but Andy out did himself with his "warehouse" issue. The zine is done in such a fashion that it appears to be a warehouse, with doors that open, crates which contain the moves, and a "john" with the press written on the walls. Truly the most imaginative zine of the year.

6. Before each issue of DIPLOMACY WORLD I get one or two new zines in the mail. But this issue I have been swamped with quite a few good looking ones. Now one can never know how long a zine may last, but I just want to pass along my first impressions of these new zines.

Torpedo published by Bernard Sampson (123 Sixth St, Middlesex, NJ 08854). Subscription rates are 12 issues for \$5.00 and game fees are \$4.00 plus subscription. Torpedo is one of the new breed of zines that is reproduced totally by Xerox which gives a nice, crisp appearance to his zine. Xerox is a lot easier than any of the other reproduction methods which should aid in Torpedo's longevity.

Invasion published by Bruce Schneier (455 E. 17th St, Brooklyn, NY 11226). Subscription rate is 3 issues for \$1.00 and game fees are \$3.00. Invasion reminds me of some of the zines that were available two years ago. Humor, articles, and tidbits all make up Invasion.

Just Among Friends is published by Al Pearson, Rte 1, Box 177B5, Kearneysville, WV 25430. My first impression of JAF was that it was to be another of the many standard type Dipzines, but upon further reading of JAF I found it to be anything but just another zine. Worth looking into.

And my favorite of the new zines is Lone Star Diplomat put out by Mike Conner (3214 Beverly Road, Austin, TX 78703). Six issues for \$3 and game fees of \$3 plus a \$1.50 refundable NMR deposit. I love this zine. Truly professional in appearance. My only question is how long can he maintain that appearance. But as long as he does, I'll be looking forward to each issue of LSD.

NEED A GAME?

JIHAD.....Glenn Overby, 23096 Tawas, Hazel Park, MI 48030.
 Sub: \$6/12 issues Gamefee: \$4
 TORPEDO.....Bernard Sampson, 123 Sixth Street, Middlesex, NJ 08854.
 Sub: \$5/12 issues Gamefee: \$4
 LONE STAR DIPLOMAT....Mike Conner, 3214 Beverly Road, Austin, TX 78703.
 Sub: \$4.50/10 issues Gamefee: \$3
 LIFE OF MONTY.....Don Del Grande, 142 Eliseo Dr., Greenbrae, CA 94904.
 Sub: 55¢/issue Gamefee: Free
 ENVOY.....Roy Henricks, 128 Deerfield Drive, Pittsburgh, PA 15235
 Sub: \$7.50/10 issues Gamefee: \$2
 THE DOGS OF WAR.....John and Betty Daly, Rt. 2, Box 136-MS, Rockwell, NC 28138.
 Sub: \$3.50/10 issues Gamefee: \$2
 MURD'RING MINISTERS...Ron Brown, 1528 El Sereno Pl., Bakersfield, CA 93304.
 \$5.50/12 issues Gamefee: \$3

Variants-

EMPIRE.....John Boardman, 234 E. 19th Street, Brooklyn, NY 11226.
 Conquistador! \$15 (requires purchase of game)
 MURD'RING MINISTERS...Ron Brown, 1528 El Sereno Pl., Bakersfield, CA 93304.
 Machiavelli \$5 (requires purchase of game)
 BUSHWACKER.....Fred Davis Jr., 1427 Clairidge Rd., Baltimore, MD 21207
 1885 II, Small World II \$7 (\$3.50 for standby)
 ENVOY.....Roy Henricks, 128 Deerfield Dr., Pittsburgh, PA 15235.
 Many variants and wargames.
 RUNESTONE.....John Leeder, 121-19th Ave NE, Calgary Alberta, Canada T2E 1N
 Gesta Danorum \$5
 EMHAIN MACHA.....Michael Mills, 1585 Quaker Rd., Macedon, NY 14502.
 Vain Rats
 JIHAD.....Glenn Overby, 23096 Tawas, Hazel Park, MI 48030.
 Crypto, Kingmaker, Machiavelli, Mighty Fortress
 HANSARD.....Robert Sacks, 4861 Broadway 4-V, New York, NY 10034
 Parlement \$3 + sub
 CONQUEST.....Bruce Schneier, 455 E. 17th Street, Brooklyn, NY 11226
 Divine Right (requires purchase of game)
 THE SHOGUN'S SWORD....Tom Swider, 1183 Robinson Hill Road, Endwell, NY 13760.
 Ancient Empires II, Delayed Stab

Solo Diplomacy

NON-PLAYER UNIT ORDERS TABLE

<u>Dice Roll</u>	<u>Army in Center Space</u>	<u>Army in Non-Center Space</u>	<u>Fleet in Sea Space</u>	<u>Fleet in Coastal Center</u>	<u>Fleet in Coastal Non-Center Space</u>
2	M(C)	M(C)	S	S	MS
3	M	M	S	S	MS
4	M(C)	M(C)	MS	MS	MS
5	M	M	MS	MC	MC
6	M	M	MC	MC	MC
7	S	M	S	MS	MS
8	S	S	S	S	S
9	S	S	MC	S	S
10	S	S	S	S	S
11	S	S	S	S	S
12	S	S	S	S	S

S=support

M=move

MS=move to sea space

MC=move to coastal space

MC=move, convoy if possible

Move Priority If Two Enemies Equally Near

1. Move toward empty center
2. Move toward center occupied by unit
3. Move toward unit

Deviation Table

<u>Dice Roll</u>	<u>Result</u>	<u>(Alternate Table)</u>	
2,4,5,8,9,10	N	2,3	1L
3	2L	11,12	1R
11	2R	others	N
7	1L		
6, 12	1R		

Retreat Priority

In Fall, never retreat to an unsupplied position, otherwise:

1. Enemy supply center
2. Neutral supply center
3. Toward nearest own center
4. Toward nearest own unit, if a unit is closer than any center.

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- His majesty the Padishah Emperor Shaddam IV—keen and efficient, yet easily lulled into complacency by his own trappings of power.
- Guild Steersman Edric (in league with smuggler bands)—monopolist of transport, yet addicted to ever increasing spice flows.
- Fremen ecologist Leti-Kynes—commanding fierce hordes of natives, adept at life and travel on the planet, and dedicated to preventing any outside control while bringing about Dune's own natural regeneration.
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